HOME MY PAGE ABOUT HOT TOPICS GROUPS BLOGS FORUM VIDEOS PHOTOS

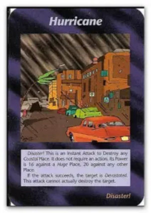
12160 SOCIAL NETWORK

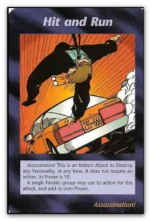
All Blog Posts My Blog + Add

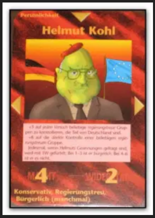
Illuminati Card Game Part II - Complete List

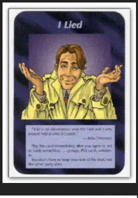
Posted by Exposure on August 12, 2015 at 1:30am View Blog

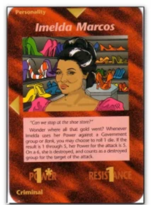
For the record Parts I and II list ALL the cards from the Illuminati Card Game.

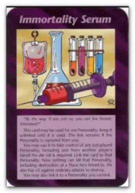

Hurricane
Disaster!

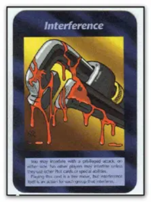

Hit and Run
Assassination!


Persönlichkeit
Helmut Kohl
Konservativ, Regierungstreu, Bürgerlich (manchmal)




Personality
Imelda Marcos
POWER
RESISTANCE
Criminal


Immortality Serum


Interference

Welcome to
12160 Social Network

Sign Up
or Sign In

Sign in to chat!

Or sign in with:

"Destroying the New World Order"

THANK YOU FOR SUPPORTING THE SITE!

mobile page
12160.info/m

12160 Administrators

TOP CONTENT THIS WEEK

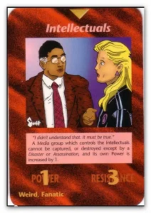
LATEST ACTIVITY

Top News · Everything

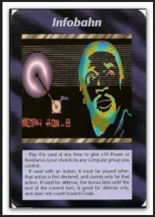
Central Scrutinizer posted blog posts

WELCOME TO THE WAR ON DEATH

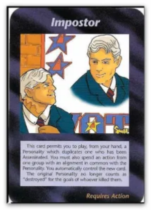
WHY DID HUNDREDS OF CEOS RESIGN JUST BEFORE THE WORLD STARTED GOING ABSOLUTELY


Intellectuals
POWER 1
RESISTANCE 3
Weird, Fanatic

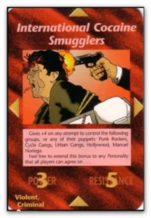
"I didn't understand that. It must be true."
A *Media* group which controls the Intellectuals cannot be captured, or destroyed except by a *Disaster* or *Assassination*, and its own Power is increased by 1.



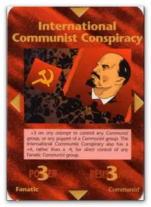
Play this card at any time to give +10 Power or Resistance (your choice) to any *Computer* group you control.
If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.


Impostor
Requires Action

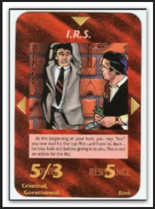
This card permits you to play, from your hand, a Personality which duplicates one who has been Assassinated. You must also spend an action from one group with an alignment in common with the Personality. You automatically control the new card.
The original Personality no longer counts as "destroyed" for the goals of whoever killed them.


International Cocaine Smugglers
POWER 3
RESISTANCE 5
Violent, Criminal

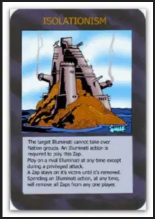
Gives +4 on *any attempt* to control the following groups, or any of their puppets: Punk Rockers, Cycle Gangs, Urban Gangs, Hollywood, Manuel Noriega.
Feel free to extend this bonus to any *Personality* that all players can agree on . . .


International Communist Conspiracy
POWER 3
RESISTANCE 3
Fanatic
Communist

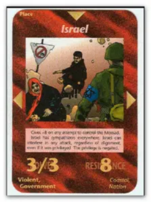
+3 on *any attempt* to control any *Communist* group, or any puppet of a *Communist* group. The International Communist Conspiracy also has a +4, rather than a -4, for direct control of any Fanatic Communist group.


I.R.S.
5/3
RESISTANCE 5
Criminal, Government
Bank

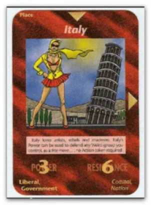
At the beginning of your turn, you may "tax" any one rival for the top Plot card from his deck – he may look at it before giving it to you. This is not an action for the IRS.


ISOLATIONISM

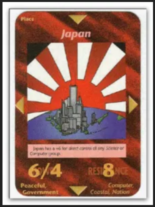
The target Illuminati cannot take over Nation groups. An Illuminati action is required to play this Zap.
Play on a rival Illuminati at any time except during a privileged attack.
A Zap stays on it's victim until it's removed. Spending an Illuminati action, at any time, will remove all Zaps from any one player.


Place
Israel
3/3
RESISTANCE 8
Violent, Government
Coastal, Nation

Gives +8 on any attempt to control the Mossad. Israel has sympathizers everywhere. Israel can interfere in any attack, regardless of alignment, even if it was privileged. The privilege is negated.


Place
Italy
POWER 3
RESISTANCE 6
Liberal, Government
Coastal, Nation

Italy loves *artists, rebels* and *madmen*. Italy's Power can be used to defend any Weird group you control, as a free move . . . no Action token required.


Place
Japan
6/4
RESISTANCE 8
Peaceful, Government
Computer, Coastal, Nation

Japan has a +6 for direct control of any *Science* or *Computer* group.

CRAZY?

16 minutes ago

cheeki kea commented on **Central Scrutinizer's** blog post **WHY DID HUNDREDS OF CEOS RESIGN JUST BEFORE THE WORLD STARTED GOING ABSOLUTELY CRAZY?**

"They Know the people Know CS, They try to high tail it to their hide outs, but they're not..."

30 minutes ago

cheeki kea favorited **Central Scrutinizer's** blog post **WHY DID HUNDREDS OF CEOS RESIGN JUST BEFORE THE WORLD STARTED GOING ABSOLUTELY CRAZY?**

44 minutes ago

cheeki kea commented on **cheeki kea's photo**

Lock Down ?

"lol K.of.C - and how would you like that served good man, glass, handle, or jug Sir, or would you..."

1 hour ago

King Of Cups commented on **King Of Cups's** group **Painted Porch**

""Waste no more time arguing about what a good man should be. Be one."-Marcus..."

1 hour ago

King Of Cups favorited cheeki kea's photo

Lock Down ?

2 hours ago

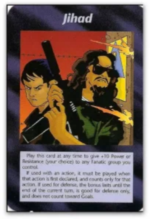
King Of Cups commented on **cheeki kea's photo**

Lock Down ?

"I'll have two Coronas please!"

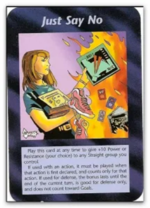
2 hours ago

King Of Cups favorited stormtruther's blog post **V. IMPORTANT! COVID-9 SUPER SCAM: Very Well**



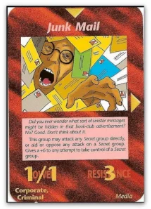
Play this card at any time to give +10 Power or Resistance (your choice) to any Fanatic group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.



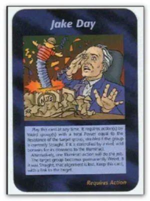
Play this card at any time to give +10 Power or Resistance (your choice) to any Straight group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.


Junk Mail
1 POWER 1
RESISTANCE 3
Corporate, Criminal
Media

Did you ever wonder what sort of sinister messages might be hidden in that book-club advertisement? No? Good. Don't think about it.

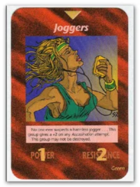
This group may attack any *Secret* group directly, or aid or oppose any attack on a *Secret* group. Gives a +6 to any attempt to take control of a *Secret* group.


Jake Day
Requires Action

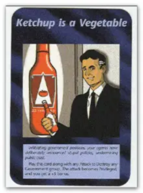
Play this card at any time. It requires action(s) by Weird group(s) with a total Power equal to the Resistance of the target group, doubled if the group is currently Straight. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job.

The target group becomes permanently Weird. If it was Straight, that alignment is lost. Keep this card, with a link to the target.

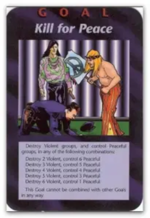

Joggers
POWER 1
RESISTANCE 2
Green

No one ever suspects a harmless jogger . . . This group gives a +2 on any *Assassination* attempt. This group may not be destroyed.


Ketchup is a Vegetable

Infiltrating government positions, your agents have deliberately announced stupid policies, undermining public trust.

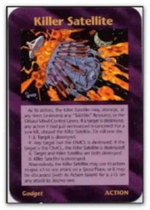
Play this card along with any *Attack to Destroy* any Government group. The attack becomes Privileged, and you get a +5 bonus.


GOAL
Kill for Peace

Destroy Violent groups, and control Peaceful groups, in any of the following combinations:

Destroy 2 Violent, control 6 Peaceful
Destroy 3 Violent, control 5 Peaceful
Destroy 4 Violent, control 4 Peaceful
Destroy 5 Violent, control 3 Peaceful
Destroy 6 Violent, control 1 Peaceful

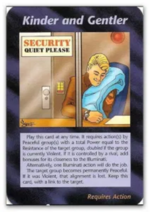
This Goal cannot be combined with other Goals in any way.


Killer Satellite
Gadget
ACTION

As its action, the Killer Satellite may attempt, at any time, to destroy any "Satellite" Resource, or the Orbital Mind Control Lasers. If a target is destroyed, any action it had just announced is canceled! For a sure kill, discard the Killer Satellite. Or roll one die.

1-3: Target is destroyed.
4: Any target but the OMCL is destroyed. If the target is the OMCL, the Killer Satellite is destroyed!
5: Target and Killer Satellite are both destroyed.
6: Killer Satellite is destroyed.

Alternatively, the Killer Satellite may use its action to give +5 to any attack on a Space Place, or it may be discarded (with its Action token) for a +15 on any attack to destroy one.


Kinder and Gentler
SECURITY
QUIET PLEASE
Requires Action

Play this card at any time. It requires action(s) by Peaceful group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Violent. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job.

The target group becomes permanently Peaceful. If it was Violent, that alignment is lost. Keep this card, with a link to the target.

Exposed by Insider
2 hours ago

King Of Cups commented on stormtruther's blog post V. IMPORTANT! COVID-9 SUPER SCAM: Very Well Exposed by Insider

"Thanks for the post stormtruther. Fake tests and fake test kits introducing false positives and..."

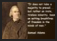
2 hours ago

King Of Cups commented on King Of Cups's blog post The Beginnings of the "Fascist" Deep State vs General Smedley Butler some excerpts

"The hidden hand. The shadow government. The Military Industrial Complex. Big Money. A vast..."

2 hours ago

JoeG favorited Mr. Sizzle's photo



Samuel Adams

2 hours ago

King Of Cups commented on King Of Cups's blog post The Beginnings of the "Fascist" Deep State vs General Smedley Butler some excerpts

"Interesting that Karl Marx is in the center of it all, that makes sense. All points connect to Marx..."

2 hours ago

cheeki kea favorited Mr. Sizzle's photo

I'm sure by April all will be good and back to normal
April:

I'm not saying Aliens, but it's probably Aliens next. LOL

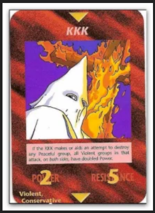
2 hours ago

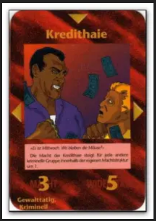
cheeki kea commented on cheeki kea's photo

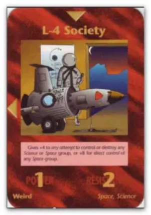
Lock Down ?

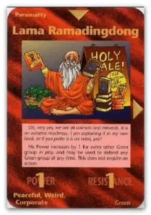
"At the beach - 26/03/2020"

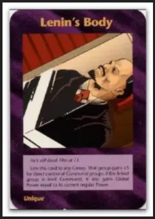
2 hours ago

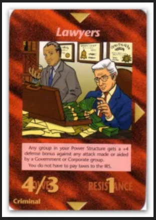

KKK
If the KKK makes or aids an attempt to destroy any Peaceful group, all Violent groups in that attack, on both sides, have doubled Power.
POWER 2
RESISTANCE 5
Violent, Conservative

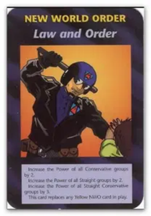

Kredithaie
»Es ist Mittwoch. Wo bleiben die Mäuse?«
Die Macht der Kredithaie steigt für jede andere kriminelle Gruppe innerhalb der eigenen Machtstruktur um 1.
MACHT 3
WIDER 5
Gewalttätig, Kriminell

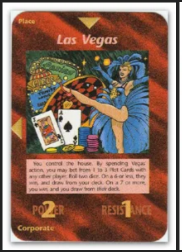

L-4 Society
Gives +4 to any attempt to control or destroy any Science or Space group, or +8 for direct control of any Space group.
POWER 1
RESISTANCE 2
Weird
Space, Science

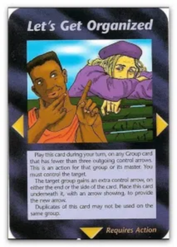

Personality
Lama Ramadingdong
HOLY SALE!
Oh, very yes, we are all animals and minerals. It is an extreme muchness. I am explaining it in my new book, or if you prefer it is on video, yes?
His Power increases by 1 for every other Green group in play, and may be used to defend any Green group at any time. This does not require an action.
POWER 1
RESISTANCE 1
Peaceful, Weird, Corporate
Green

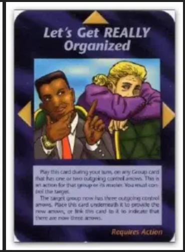

Lenin's Body
He's still dead. Film at 11.
Link this card to any Group. That group gains +5 for direct control of Communist groups. If the linked group is itself Communist, it also gains Global Power equal to its current regular Power.
Unique

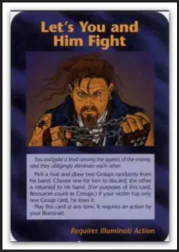

Lawyers
Any group in your Power Structure gets a +4 defense bonus against any attack made or aided by a Government or Corporate group.
You do not have to pay taxes to the IRS.
POWER 4/3
RESISTANCE 1
Criminal

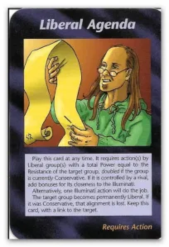

NEW WORLD ORDER
Law and Order
Increase the Power of all Conservative groups by 2.
Increase the Power of all Straight groups by 2.
Increase the Power of all Straight Conservative groups by 3.
This card replaces any Yellow NWO card in play.

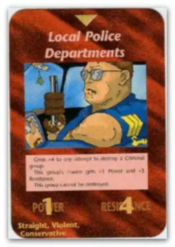

Place
Las Vegas
You control the house. By spending Vegas' action, you may bet from 1 to 3 Plot Cards with any other player. Roll two dice. On a 6 or less, they win, and draw from your deck. On a 7 or more, you win, and you draw from their deck.
POWER 2
RESISTANCE 1
Corporate


Let's Get Organized
Play this card during your turn, on any Group card that has fewer than three outgoing control arrows. This is an action for that group or its master. You must control the target.
The target group gains an extra control arrow, on either the end or the side of the card. Place this card underneath it, with an arrow showing, to provide the new arrow.
Duplicates of this card may not be used on the same group.
Requires Action


Let's Get REALLY Organized
Play this card during your turn, on any Group card that has one or two outgoing control arrows. This is an action for that group or its master. You must control the target.
The target group now has three outgoing control arrows. Place this card underneath it to provide the new arrow, or link this card to it to indicate that there are now three arrows.
Requires Action


Let's You and Him Fight
You instigate a feud among the agents of the enemy, and they obligingly eliminate each other.
Pick a rival and draw two Groups randomly from his hand. Choose one for him to discard; the other is returned to his hand. (For purposes of this card, Resources count as Groups.) If your victim has only one Group card, he loses it.
Play this card at any time. It requires an action by your Illuminati.
Requires Illuminati Action


Liberal Agenda
Play this card at any time. It requires action(s) by Liberal group(s) with a total Power equal to the Resistance of the target group, doubled if the group is currently Conservative. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.
Alternatively, one Illuminati action will do the job.
The target group becomes permanently Liberal. If it was Conservative, that alignment is lost. Keep this card, with a link to the target.
Requires Action


Local Police Departments
Gives +4 to any attempt to destroy a Criminal group.
This group's master gets +1 Power and +3 Resistance.
This group cannot be destroyed.
POWER 1
RESISTANCE 4
Straight, Violent, Conservative

cheeki kea commented on cheeki kea's photo

Lock Down ?

"Yes, Strange but True, as the PM told the nation on TV that physical distancing was now enacted and..."

3 hours ago

James Roberts posted videos

3 hours ago

stormtruther posted blog posts

Corona: the case number game

V. IMPORTANT! COVID-9 SUPER SCAM: Very Well Exposed by Insider

3 hours ago

James Roberts commented on Mr. Sizzle's photo

Trump the disappointment as President

"1972, Studio 54, DJT and Roy Cohn..."

3 hours ago

cheeki kea favorited stormtruther's blog post V. IMPORTANT! COVID-9 SUPER SCAM: Very Well Exposed by Insider

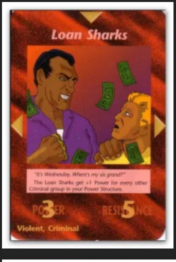
3 hours ago

James Roberts favorited Mr. Sizzle's photo

Trump the disappointment as President

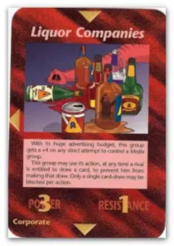
3 hours ago

More...


Loan Sharks
POWER 3
RESISTANCE 5
Violent, Criminal

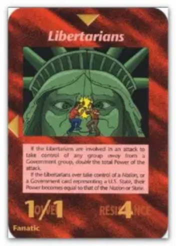
"It's Wednesday. Where's my six grand?"

The Loan Sharks get +1 Power for every other Criminal group in your Power Structure.


Liquor Companies
POWER 3
RESISTANCE 1
Corporate

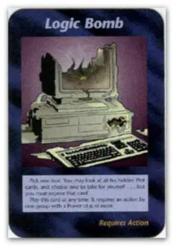
With its huge advertising budget, this group gets a +4 on any direct attempt to control a *Media* group.

This group may use its action, at any time a rival is entitled to draw a card, to prevent him from making that draw. Only a single card-draw may be blocked per action.


Libertarians
POWER 1/1
RESISTANCE 4
Fanatic

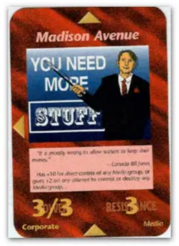
If the Libertarians are involved in an attack to take control of any group away from a Government group, *double* the total Power of the attack.

If the Libertarians ever take control of a *Nation*, or a Government card representing a U.S. State, their Power becomes equal to that of the *Nation* or State.


Logic Bomb
Requires Action

Pick one rival. You may look at all his hidden Plot cards, and choose one to take for yourself . . . but you must expose that card.

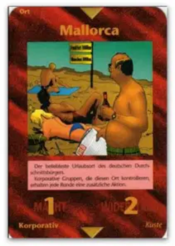
Play this card at any time. It requires an action by one group with a Power of 6 or more.


Madison Avenue
YOU NEED MORE STUFF
POWER 3/3
RESISTANCE 3
Corporate
Media

"It is morally wrong to allow suckers to keep their money."

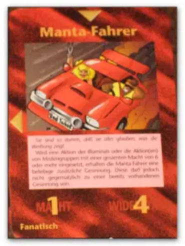
– Canada Bill Jones

Has +10 for direct control of any *Media* group, or gives +2 on any attempt to control or destroy any *Media* group.


Ort
Mallorca
MACHT 1
WIDE 2
Korporativ
Küste

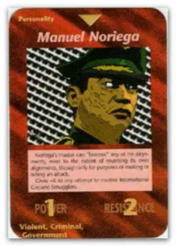
Der beliebteste Urlaubsort des deutschen Durchschnittsbürgers.

Korporative Gruppen, die diesen Ort kontrollieren, erhalten jede Runde eine zusätzliche Aktion.


Manta-Fahrer
MACHT 1
WIDE 4
Fanatisch

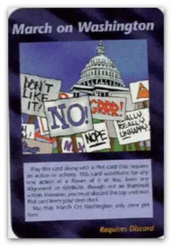
Sie sind so dumm, daß sie alles glauben, was die Werbung zeigt.

Wird eine Aktion der Illuminati oder die Aktion(en) von Mediengruppen mit einer gesamten Macht von 6 oder mehr eingesetzt, erhalten die Manta-Fahrer eine beliebige zusätzliche Gesinnung. Diese darf jedoch nicht gegensätzlich zu einer bereits vorhandenen Gesinnung sein.


Personality
Manuel Noriega
POWER 1
RESISTANCE 2
Violent, Criminal, Government

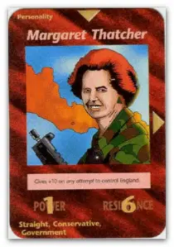
Noriega's master can "borrow" any of his alignments, even to the extent of reversing its own alignments, though only for purposes of making or aiding an attack.

Gives +6 to any attempt to control International Cocaine Smugglers.

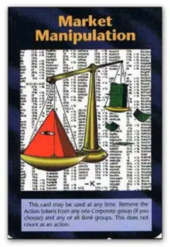

March on Washington
DON'T LIKE IT!
NO!
GRRR!
NOPE
REALLY REALLY UNHAPPY!
Requires Discard

Play this card along with a Plot card that requires an action or actions. This card substitutes for any one action of a Power of 6 or less, from any Alignment or Attribute, though not an Illuminati action. However, you must discard the top undrawn Plot card from your own deck.

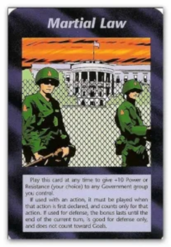
You may March On Washington only once per turn.


Personality
Margaret Thatcher
POWER 1
RESISTANCE 6
Straight, Conservative, Government

Gives +10 on any attempt to control England.

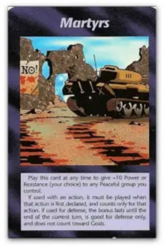

Market Manipulation
–K–

This card may be used at any time. Remove the Action tokens from any one Corporate group (if you choose) and any or all Bank groups. This does not count as an action.


Martial Law

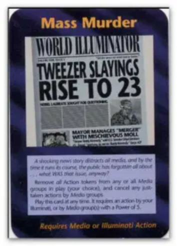
Play this card at any time to give +10 Power or Resistance (your choice) to any Government group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.



Play this card at any time to give +10 Power or Resistance (your choice) to any Peaceful group you control.

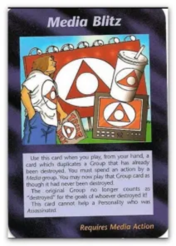
If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.


Mass Murder
WORLD ILLUMINATOR
TWEEZER SLAYINGS RISE TO 23
MAYOR MANAGES "MERGER" WITH MISCHIEVOUS MOLL
Requires Media or Illuminati Action

A shocking news story distracts all media, and by the time it runs its course, the public has forgotten all about . . . what WAS that issue, anyway?

Remove all Action tokens from any or all *Media* groups in play (your choice), and cancel any just-taken actions by *Media* groups.

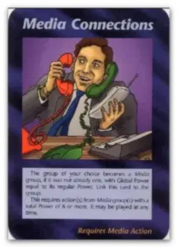
Play this card at any time. It requires an action by your Illuminati, or by *Media* group(s) with a Power of 5.


Media Blitz
Requires Media Action

Use this card when you play, from your hand, a card which duplicates a Group that has already been destroyed. You must spend an action by a *Media* group. You may now play that Group card as though it had never been destroyed.

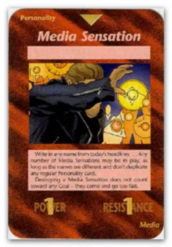
The original Group no longer counts as "destroyed" for the goals of whoever destroyed it!

This card cannot help a Personality who was *Assassinated*.


Media Connections
Requires Media Action

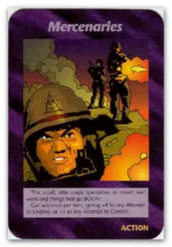
The group of your choice becomes a *Media* group, if it was not already one, with Global Power equal to its regular Power. Link this card to the group.

This requires action(s) from *Media* group(s) with a total Power of 6 or more. It may be played at any time.


Personality
Media Sensation
POWER 1
RESISTANCE 1
Media

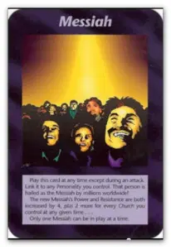
Write in any name from today's headlines . . . Any number of Media Sensations may be in play, as long as the names are different and don't duplicate any regular Personality card.

Destroying a Media Sensation does not count toward any Goal – they come and go too fast.


Mercenaries
ACTION

This small, elite corps specializes in covert wet work and things that go BOOM . . .

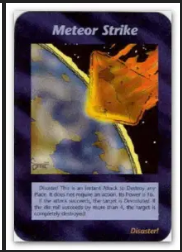
Can act once per turn, giving +4 to any Attempt to Destroy, or +1 to any Attempt to Control.



Play this card at any time except during an attack. Link it to any Personality you control. That person is hailed as the Messiah by millions worldwide!

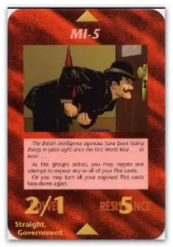
The new Messiah's Power and Resistance are both increased by 4, *plus* 2 more for every *Church* you control at any given time . . .

Only one Messiah can be in play at a time.


Meteor Strike
Disaster!

Disaster! This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 16.

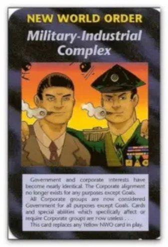
If the attack succeeds, the target is Devastated. If the die roll succeeds by more than 4, the target is completely destroyed!


MI-5
2/1 POWER
RESISTANCE 5
Straight, Government

The British intelligence agencies have been hiding things in plain sight since the First World War . . . at least . . .

As this group's action, you may negate one attempt to expose any or all of your Plot cards.

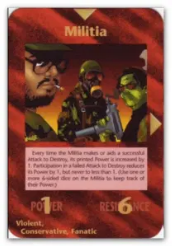
Or you may turn all your exposed Plot cards face-down again.


NEW WORLD ORDER
Military-Industrial Complex

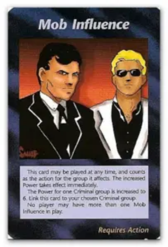
Government and corporate interests have become nearly identical. The Corporate alignment no longer exists for any purposes except Goals.

All Corporate groups are now considered Government for all purposes except Goals. Cards and special abilities which specifically affect or require Corporate groups are now useless . . .

This card replaces any Yellow NWO card in play.


Militia
POWER 1
RESISTANCE 6
Violent, Conservative, Fanatic

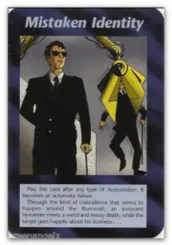
Every time the Militia makes or aids a successful Attack to Destroy, its printed Power is increased by 1. Participation in a failed Attack to Destroy reduces its Power by 1, but never to less than 1. (Use one or more 6-sided dice on the Militia to keep track of their Power.)


Mob Influence
Requires Action

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

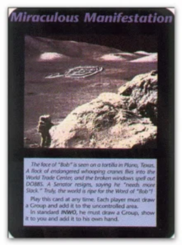
The Power for one Criminal group is increased to 6. Link this card to your chosen Criminal group.

No player may have more than one Mob Influence in play.


Mistaken Identity

Play this card after any type of Assassination. It becomes an automatic failure.

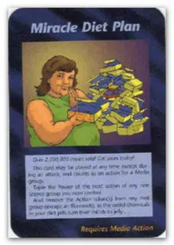
Through the kind of coincidence that seems to happen around the Illuminati, an innocent bystander meets a weird and messy death, while the target goes happily about his business . . .


Miraculous Manifestation

The face of "Bob" is seen on a tortilla in Plano, Texas. A flock of endangered whooping cranes flies into the World Trade Center, and the broken windows spell out DOBBS. A Senator resigns, saying he "needs more Slack." Truly, the world is ripe for the Word of "Bob"!

Play this card at any time. Each player must draw a Group and add it to the uncontrolled area.

In standard ***INWO***, he must draw a Group, show it to you and add it to his own hand.

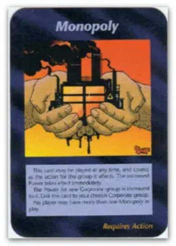

Miracle Diet Plan
Requires Media Action

Over 2,500,000 copies sold! Get yours today!

This card may be played at any time except during an attack, and counts as an action for a Media group.

Triple the Power of the next action of any one Science group you now control.

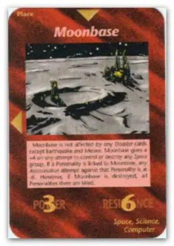
And remove the Action token(s) from any rival group (except an Illuminati), as the weird chemicals in your diet pills turn their minds to jelly . . .


Monopoly
Requires Action

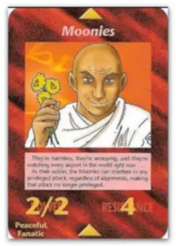
This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Corporate group is increased to 6. Link this card to your chosen Corporate group.

No player may have more than one Monopoly in play.

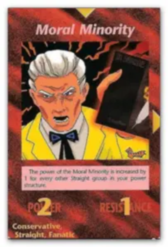

Place
Moonbase
POWER 3
RESISTANCE 6
Space, Science, Computer

Moonbase is not affected by any *Disaster* cards except Earthquake and Meteor. Moonbase gives a +4 on any attempt to control or destroy any *Space* group. If a Personality is linked to Moonbase, any *Assassination* attempt against that Personality is at -6. However, if Moonbase is destroyed, all Personalities there are killed.

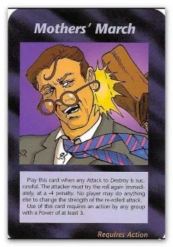

Moonies
2/2 POWER
RESISTANCE 4
Peaceful, Fanatic

They're harmless, they're annoying, and they're watching every airport in the world *right now* . . .

As their action, the Moonies can interfere in any privileged attack, regardless of alignments, making that attack no longer privileged.

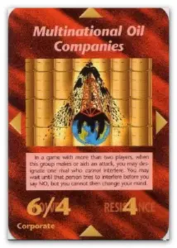

Moral Minority
POWER 2
RESISTANCE 1
Conservative, Straight, Fanatic

The power of the Moral Minority is increased by 1 for every other Straight group in your power structure.

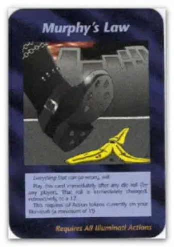

Mothers' March
Requires Action

Play this card when any Attack to Destroy is successful. The attacker must try the roll again immediately, at a -4 penalty. No player may do anything else to change the strength of the re-rolled attack.

Use of this card requires an action by any group with a Power of at least 3.


Multinational Oil Companies
6/4 POWER
RESISTANCE 4
Corporate

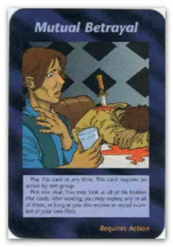
In a game with more than two players, when this group makes or aids an attack, you may designate one rival who cannot interfere. You may wait until that person tries to interfere before you say NO, but you cannot then change your mind.


Murphy's Law
Requires All Illuminati Actions

Everything that can go wrong, will.

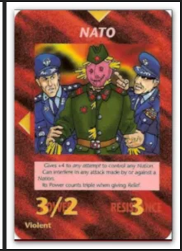
Play this card immediately after any die roll (by any player). That roll is immediately changed, retroactively, to a 12.

This requires all Action tokens currently on your Illuminati (a minimum of 1).


Mutual Betrayal
Requires Action

Play this card at any time. This card requires an action by one group.

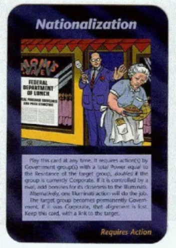
Pick one rival. You may look at all of his hidden Plot cards. After looking, you may expose any or all of them, as long as you also expose an equal number of your own Plots.


NATO
3/2 POWER
RESISTANCE 3
Violent

Gives +4 to *any attempt* to control any *Nation*.

Can interfere in any attack made by or against a Nation.

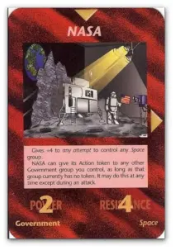
Its Power counts triple when giving *Relief*.


Nationalization
FEDERAL DEPARTMENT OF LUNCH
Requires Action

Play this card at any time. It requires action(s) by Government group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Corporate. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

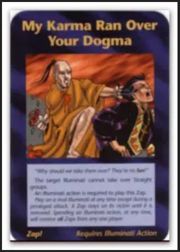
Alternatively, one Illuminati action will do the job.

The target group becomes permanently Government. If it was Corporate, that alignment is lost. Keep this card, with a link to the target.


NASA
POWER 2
RESISTANCE 4
Government
Space

Gives +4 to *any attempt* to control any *Space* group.

NASA can give its Action token to any other Government group you control, as long as that group currently has no token. It may do this at any time except during an attack.

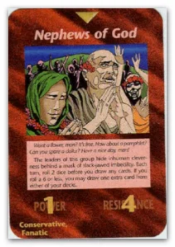

My Karma Ran Over Your Dogma
Zap!
Requires Illuminati Action

"Why should we take them over? They're no ***fun!****"*

The target Illuminati cannot take over Straight groups.

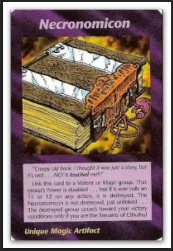
An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove ***all*** *Zaps from any one player.*


Nephews of God
POWER 1
RESISTANCE 4
Conservative, Fanatic

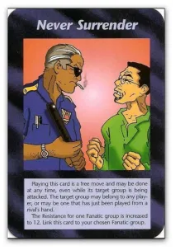
Want a flower, man? It's free. How about a pamphlet? Can you spare a dollar? Have a nice day, man!

The leaders of this group hide inhuman cleverness behind a mask of slack-jawed imbecility. Each turn, roll 2 dice before you draw any cards. If you roll a 6 or less, you may draw one extra card from either of your decks.


Necronomicon
Unique Magic Artifact

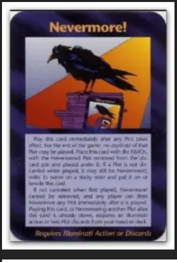
"Creepy old book. I thought it was just a story, but it's real . . . NO! It ***touched*** *me!!"*

Link this card to a Violent or Magic group. That group's Power is doubled . . . but if it ever rolls an 11 or 12 on any action, it is destroyed. The Necronomicon is not destroyed, just unlinked . . . The destroyed group counts toward your victory conditions only if you are the Servants of Cthulhu!


Never Surrender

Playing this card is a free move and may be done at any time, even while its target group is being attacked. The target group may belong to any player, or may be one that has just been played from a rival's hand.

The Resistance for one Fanatic group is increased to 12. Link this card to your chosen Fanatic group.

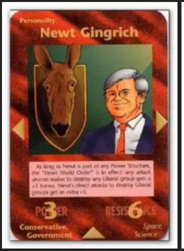


Nevermore!

Play this card immediately after any Plot takes effect. For the rest of the game, no duplicate of that Plot may be played. Place this card with the NWOs, with the Nevermored Plot removed from the discard pile and placed under it. If a Plot is not discarded when played, it may still be Nevermored; write its name on a sticky note and put it on or beside this card.

If not canceled when first played, Nevermore! cannot be removed, and any player can then Nevermore any Plot immediately after it is played. Playing this card, or Nevermoring another Plot after this card is already down, requires an Illuminati action or two Plot discards from your hand or deck.

Requires Illuminati Action or Discards



Personality

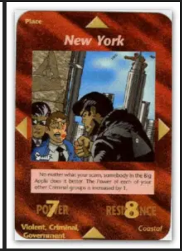
Newt Gingrich

As long as Newt is part of any Power Structure, the "Newt World Order" is in effect: any attack anyone makes to destroy any Liberal group gets a +5 bonus. Newt's direct attacks to destroy Liberal groups get an extra +5.

POWER 3 RESISTANCE 6

Conservative, Government

Space, Science



Place

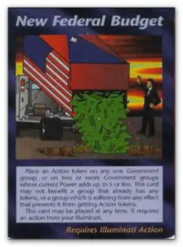
New York

No matter what your scam, somebody in the Big Apple does it better. The Power of each of your other Criminal groups is increased by 1.

POWER 7 RESISTANCE 8

Violent, Criminal, Government

Coastal

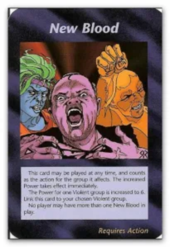


New Federal Budget

Place an Action token on any one Government group, or on two or more Government groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action



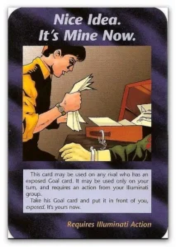
New Blood

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Violent group is increased to 6. Link this card to your chosen Violent group.

No player may have more than one New Blood in play.

Requires Action

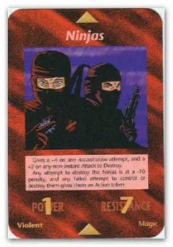


Nice Idea. It's Mine Now.

This card may be used on any rival who has an exposed Goal card. It may be used only on your turn, and requires an action from your Illuminati group.

Take his Goal card and put it in front of you, exposed. It's yours now.

Requires Illuminati Action



Ninjas

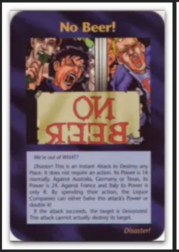
Gives a +4 on any Assassination attempt, and a +2 on any non-instant Attack to Destroy.

Any attempt to destroy the Ninjas is at a -10 penalty, and any failed attempt to control or destroy them gives them an Action token.

POWER 1 RESISTANCE 7

Violent

Magic



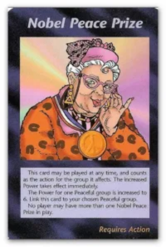
No Beer!

We're out of WHAT?

Disaster! This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 16 normally. Against Australia, Germany or Texas, its Power is 24. Against France and Italy its Power is only 8. By spending their action, the Liquor Companies can either halve this attack's Power or double it!

If the attack succeeds, the target is *Devastated.* This attack cannot actually destroy its target.

Disaster!



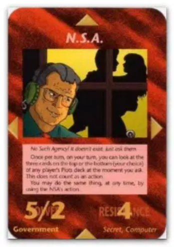
Nobel Peace Prize

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Peaceful group is increased to 6. Link this card to your chosen Peaceful group.

No player may have more than one Nobel Peace Prize in play.

Requires Action



N.S.A.

No Such Agency! It doesn't exist. Just ask them.

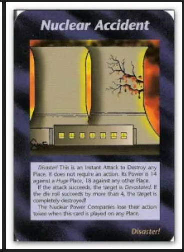
Once per turn, on your turn, you can look at the three cards on the top or the bottom (your choice) of any player's Plots deck at the moment you ask. This does not count as an action.

You may do the same thing, at any time, by using the NSA's action.

5/2 RESISTANCE 4

Government

Secret, Computer



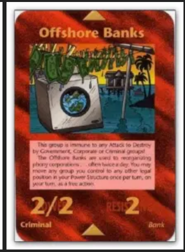
Nuclear Accident

Disaster! This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 14 against a *Huge* Place, 18 against any other Place.

If the attack succeeds, the target is *Devastated.* If the die roll succeeds by more than 4, the target is completely destroyed!

The Nuclear Power Companies lose their action token when this card is played on any Place.

Disaster!



Offshore Banks

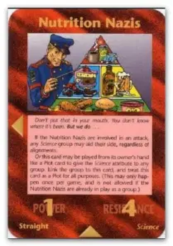
This group is immune to any Attack to Destroy by Government, Corporate or Criminal groups!

The Offshore Banks are used to reorganizing phony corporations . . . often twice a day. You may move any group you control to any other legal position in your Power Structure once per turn, on your turn, as a free action.

2/2 RESISTANCE 2

Criminal

Bank



Nutrition Nazis

Don't put that in your mouth. You don't know where it's been. ***But we do*** *. . .*

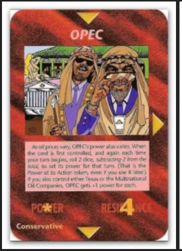
If the Nutrition Nazis are involved in an attack, any *Science* group may aid their side, regardless of alignments.

Or this card may be played from its owner's hand like a Plot card to give the *Science* attribute to any group. Link the group to this card, and treat this card as a Plot for all purposes. (This may only happen once per game, and is not allowed if the Nutrition Nazis are already in play as a group.)

POWER 1 RESISTANCE 4

Straight

Science

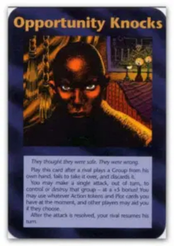


OPEC

As oil prices vary, OPEC's power also varies. When the card is first controlled, and again each time your turn begins, roll 2 dice, *subtracting 2 from the total,* to set its power for that turn. (That is the Power of its Action token, even if you use it later.) If you also control either Texas or the Multinational Oil Companies, OPEC gets +1 power for each.

POWER * RESISTANCE 4

Conservative



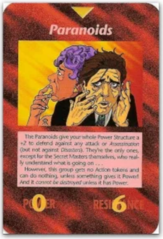
Opportunity Knocks

They thought they were safe. They were wrong.

Play this card after a rival plays a Group from his own hand, fails to take it over, and discards it.

You may make a single attack, out of turn, to control or destroy that group – at a +5 bonus! You may use whatever Action tokens and Plot cards you have at the moment, and other players may aid you if they choose.

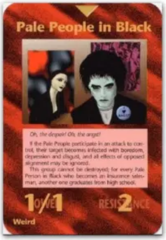
After the attack is resolved, your rival resumes his turn.


Paranoids

The Paranoids give your whole Power Structure a +2 to defend against any attack or *Assassination* (but not against *Disasters*). They're the only ones, except for the Secret Masters themselves, who really understand what is going on . . .

However, this group gets no Action tokens and can do nothing, unless something gives it Power! And it *cannot be destroyed* unless it has Power.

POWER 0
RESISTANCE 6

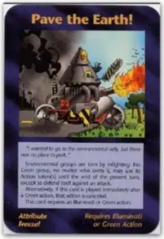

Pale People in Black

Oh, the despair! Oh, the angst!

If the Pale People participate in an attack to control, their target becomes infected with boredom, depression and disgust, and all effects of opposed alignment may be ignored.

This group cannot be destroyed; for every Pale Person in Black who becomes an insurance salesman, another one graduates from high school.

POWER 1/1
RESISTANCE 2
Weird


Pave the Earth!

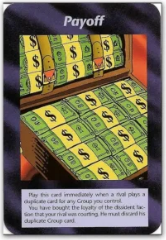
"I wanted to go to the environmental rally, but there was no place to park."

Environmental groups are torn by infighting. No Green group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a Green action, that action is canceled.

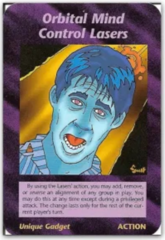
This card requires an Illuminati or Green action.

Attribute
Freeze!
Requires Illuminati
or Green Action


Payoff

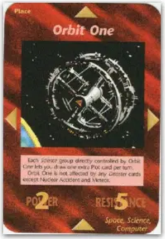
Play this card immediately when a rival plays a duplicate card for any Group you control.

You have bought the loyalty of the dissident faction that your rival was courting. He must discard his duplicate Group card.


Orbital Mind Control Lasers

By using the Lasers' action, you may add, remove, or *reverse* an alignment of any group in play. You may do this at any time except during a privileged attack. The change lasts only for the rest of the current player's turn.

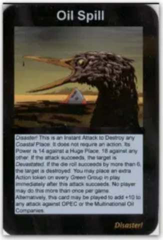
Unique Gadget
ACTION


Orbit One

Each *Science* group directly controlled by Orbit One lets you draw one extra Plot card per turn.

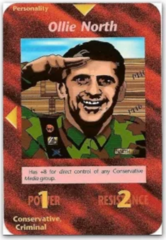
Orbit One is not affected by any *Disaster* cards except Nuclear Accident and Meteor.

Place
POWER 2
RESISTANCE 5
Space, Science,
Computer


Oil Spill

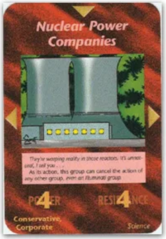
Disaster! This is an Instant Attack to Destroy any *Coastal* Place. It does not require an action. Its Power is 14 against a Huge Place, 18 against any other. If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 6, the target is destroyed. You may place an extra Action token on every *Green* Group in play immediately after this attack succeeds. No player may do this more than once per game. Alternatively, this card may be played to add +10 to any attack against OPEC or the Multinational Oil Companies.

Disaster!


Ollie North

Has +8 for direct control of any Conservative *Media* group.

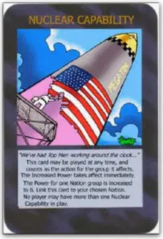
Personality
POWER 1
RESISTANCE 2
Conservative,
Criminal


Nuclear Power Companies

They're warping reality in those reactors. It's unnatural, I tell you . . .

As its action, this group can cancel the action of any other group, *even an Illuminati group*.

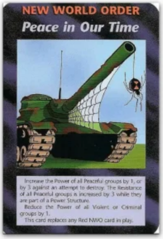
POWER 4
RESISTANCE 4
Conservative,
Corporate
Science


NUCLEAR CAPABILITY

"We've had Top Men working around the clock..."

This card may be played at any time, and counts as the action for the group it affects. The Increased Power takes affect immediately.

The Power for one Nation group is increased to 6. Link this card to your chosen Nation. No player may have more than one Nuclear Capability in play.

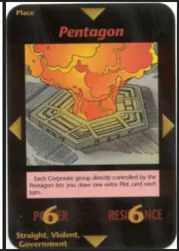

NEW WORLD ORDER

Peace in Our Time

Increase the Power of all Peaceful groups by 1, or by 3 against an attempt to destroy. The Resistance of all Peaceful groups is increased by 3 while they are part of a Power Structure.

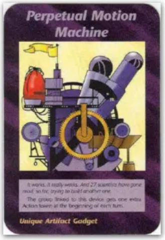
Reduce the Power of all Violent or Criminal groups by 1.

This card replaces any Red NWO card in play.


Pentagon

Each Corporate group directly controlled by the Pentagon lets you draw one extra Plot card each turn.

Place
POWER 6
RESISTANCE 6
Straight, Violent,
Government

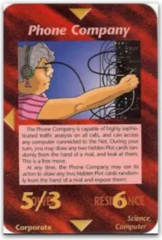


Perpetual Motion Machine

It works. It really works. And 27 scientists have gone mad, so far, trying to build another one.

The group linked to this device gets one extra Action token at the beginning of each turn.

Unique Artifact Gadget



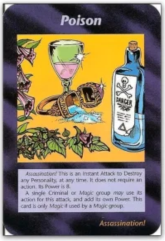
Phone Company

The Phone Company is capable of highly sophisticated traffic analysis on all calls, and can access any computer connected to the Net. During your turn, you may draw any two hidden Plot cards randomly from the hand of a rival, and look at them. This is a free move.

At any time, the Phone Company may use its action to draw any two hidden Plot cards randomly from the hand of a rival and expose them!

5/3 RESISTANCE 6

Corporate **Science, Computer**

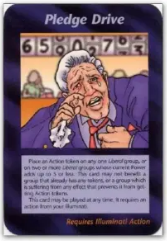


Poison

Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 8.

A single Criminal or *Magic* group may use its action for this attack, and add its own Power. This card is only *Magic* if used by a *Magic* group.

Assassination!

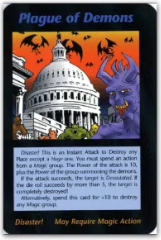


Pledge Drive

Place an Action token on any one *Liberal* group, or on two or more *Liberal* groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action



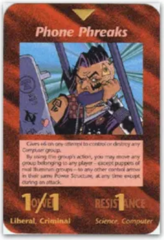
Plague of Demons

Disaster! This is an Instant Attack to Destroy any Place except a *Huge* one. You must spend an action from a *Magic* group. The Power of the attack is 10, plus the Power of the group summoning the demons.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 5, the target is completely destroyed!

Alternatively, spend this card for +10 to destroy any *Magic* group.

Disaster! **May Require Magic Action**



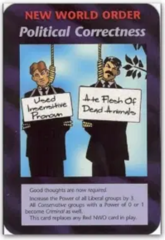
Phone Phreaks

Gives +6 on any attempt to control or destroy any *Computer* group.

By using this group's action, you may move any group belonging to any player – except puppets of rival Illuminati groups – to any other control arrow in their same Power Structure, at any time except during an attack.

1/1 RESISTANCE 1

Liberal, Criminal **Science, Computer**



NEW WORLD ORDER
Political Correctness

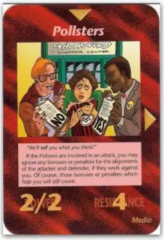
Used Insensitive Pronoun
Ate Flesh Of Dead Animals

Good thoughts are now *required*.

Increase the Power of all Liberal groups by 3.

All Conservative groups with a Power of 0 or 1 become *Criminal* as well.

This card replaces any Red NWO card in play.



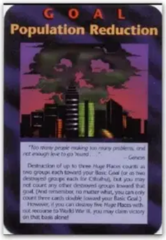
Pollsters

"We'll tell you what you think!"

If the Pollsters are involved in an attack, you may ignore any bonuses or penalties for the alignments of the attacker and defender, if they work against you. Of course, those bonuses or penalties which help you will still count.

2/2 RESISTANCE 4

Media

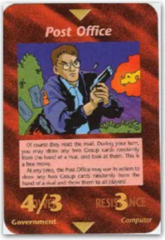


GOAL
Population Reduction

"Too many people making too many problems, and not enough love to go 'round . . ."
– Genesis

Destruction of up to three *Huge* Places counts as two groups each toward your Basic Goal (or as two destroyed groups each for Cthulhu), but you may not count any other destroyed groups toward that goal. (And remember, no matter what, you can only count three cards double toward your Basic Goal.)

However, if you can destroy five *Huge* Places without recourse to World War III, you may claim victory on that basis alone!



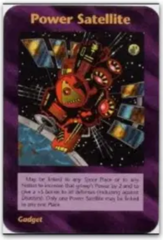
Post Office

Of course they read the mail. During your turn, you may draw any two Group cards randomly from the hand of a rival, and look at them. This is a free move.

At any time, the Post Office may use its action to draw any two Group cards randomly from the hand of a rival and show them to all players!

4/3 RESISTANCE 3

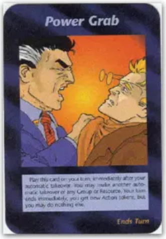
Government **Computer**



Power Satellite

May be linked to any *Space* Place or to any Nation to increase that group's Power by 2 and to give a +5 bonus to all defenses (including against Disasters). Only one Power Satellite may be linked to any one Place.

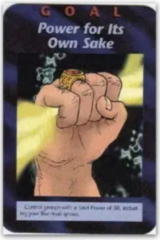
Gadget



Power Grab

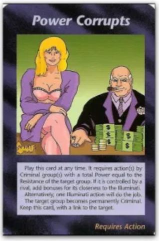
Play this card on your turn, immediately after your automatic takeover. You may make another automatic takeover of any Group or Resource. Your turn ends immediately; you get new Action tokens, but you may do nothing else.

Ends Turn



GOAL
Power for Its Own Sake

Control groups with a total Power of 50, including your Illuminati group.



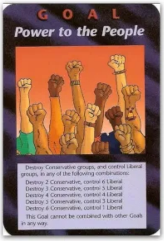
Power Corrupts

Play this card at any time. It requires action(s) by Criminal group(s) with a total Power equal to the Resistance of the target group. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job.

The target group becomes permanently Criminal. Keep this card, with a link to the target.

Requires Action

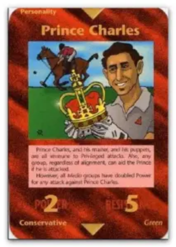


GOAL
Power to the People

Destroy Conservative groups, and control Liberal groups, in any of the following combinations:

Destroy 2 Conservative, control 6 Liberal
Destroy 3 Conservative, control 5 Liberal
Destroy 4 Conservative, control 4 Liberal
Destroy 5 Conservative, control 3 Liberal
Destroy 6 Conservative, control 1 Liberal

This Goal cannot be combined with other Goals in any way.



Personality

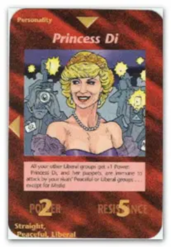
Prince Charles

Prince Charles, and his master, and his puppets, are all immune to Privileged attacks. Also, any group, regardless of alignment, can aid the Prince if he is attacked.

However, all *Media* groups have doubled Power for any attack against Prince Charles.

POWER 2 RESISTANCE 5

Conservative Green



Personality

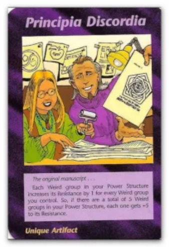
Princess Di

All your other Liberal groups get +1 Power.

Princess Di, and her puppets, are immune to attack by your rivals' Peaceful or Liberal groups . . . except for *Media*.

POWER 2 RESISTANCE 5

Straight, Peaceful, Liberal

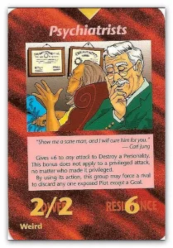


Principia Discordia

The original manuscript . . .

Each Weird group in your Power Structure increases its Resistance by 1 for every Weird group you control. So, if there are a total of 5 Weird groups in your Power Structure, each one gets +5 to its Resistance.

Unique Artifact



Psychiatrists

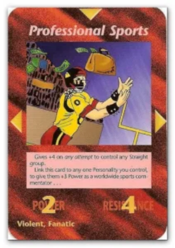
"Show me a sane man, and I will cure him for you."
— Carl Jung

Gives +6 to any attack to Destroy a Personality. This bonus does not apply to a privileged attack, no matter who made it privileged.

By using its action, this group may force a rival to discard any one exposed Plot except a Goal.

2/2 RESISTANCE 6

Weird



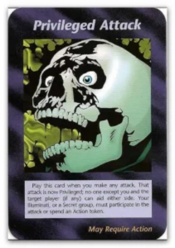
Professional Sports

Gives +4 on any attempt to control any Straight group.

Link this card to any one Personality you control, to give them +3 Power as a worldwide sports commentator . . .

POWER 2 RESISTANCE 4

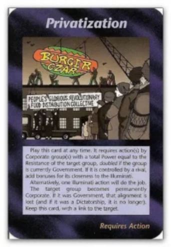
Violent, Fanatic



Privileged Attack

Play this card when you make any attack. That attack is now Privileged; no one except you and the target player (if any) can aid either side. Your Illuminati, or a Secret group, must participate in the attack or spend an Action token.

May Require Action


BURGER CZAR
PEOPLE'S GLORIOUS REVOLUTIONARY FOOD DISTRIBUTION COLLECTIVE

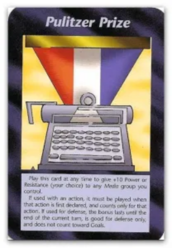
Privatization

Play this card at any time. It requires action(s) by Corporate group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Government. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job.

The target group becomes permanently Corporate. If it was Government, that alignment is lost (and if it was a Dictatorship, it is no longer). Keep this card, with a link to the target.

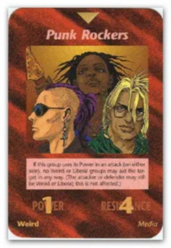
Requires Action



Pulitzer Prize

Play this card at any time to give +10 Power or Resistance (your choice) to any *Media* group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

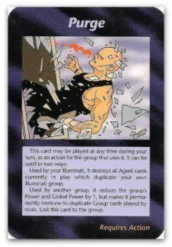


Punk Rockers

If this group uses its Power in an attack (on either side), no Weird or Liberal groups may aid the target in any way. (The attacker or defender may still be Weird or Liberal; this is not affected.)

POWER 1 RESISTANCE 4

Weird *Media*



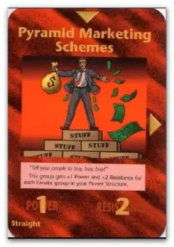
Purge

This card may be played at any time during your turn, as an action for the group that uses it. It can be used in two ways:

Used by your Illuminati, it destroys all Agent cards currently in play which duplicate your own Illuminati group.

Used by another group, it *reduces* the group's Power and Global Power by 1, but makes it permanently immune to duplicate Group cards played by rivals. Link this card to the group.

Requires Action


STUFF
STUFF
STUFF

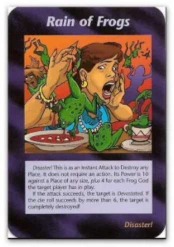
Pyramid Marketing Schemes

"Tell your people to buy, buy, buy!"

This group gets +1 Power and +2 Resistance for each Fanatic group in your Power Structure.

POWER 1 RESIS 2

Straight

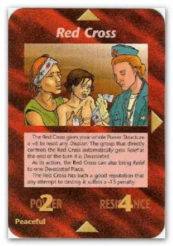


Rain of Frogs

Disaster! This is as an Instant Attack to Destroy any Place. It does not require an action. Its Power is 10 against a Place of any size, plus 4 for each Frog God the target player has in play.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 6, the target is completely destroyed!

Disaster!



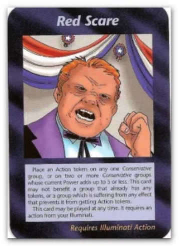
Red Cross

The Red Cross gives your whole Power Structure a +6 to resist any *Disaster*. The group that directly controls the Red Cross automatically gets *Relief* at the end of the turn it is *Devastated*.

As its action, the Red Cross can also bring *Relief* to one *Devastated* Place.

The Red Cross has such a good reputation that any attempt to destroy it suffers a -15 penalty.

POWER 2
RESISTANCE 4
Peaceful

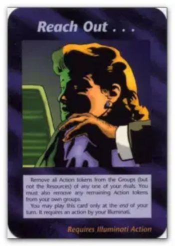


Red Scare

Place an Action token on any one Conservative group, or on two or more Conservative groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

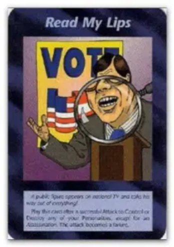


Reach Out . . .

Remove all Action tokens from the Groups (but not the Resources) of any one of your rivals. You must also remove any remaining Action tokens from your own groups.

You may play this card only at the *end* of your turn. It requires an action by your Illuminati.

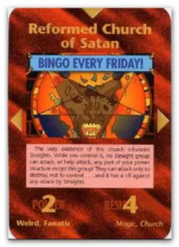
Requires Illuminati Action



Read My Lips

A public figure appears on national TV and talks his way out of everything!

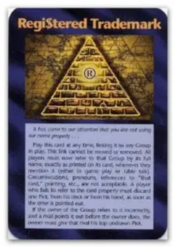
Play this card after a successful Attack to Control or Destroy any of your Personalities, *except* for an Assassination. The attack becomes a failure.



Reformed Church of Satan

The very existence of this church infuriates Straights. While you control it, no Straight group can attack, or help attack, any part of your power structure except this group! They can attack only to destroy, not to control . . . and it has a +8 against any attack by Straights.

BINGO EVERY FRIDAY!
POWER 2
RESISTANCE 4
Weird, Fanatic
Magic, Church



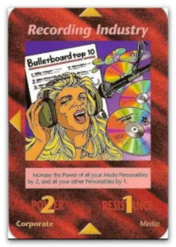
Regi$tered Trademark

It has come to our attention that you are not using our name properly . . .

Play this card at any time, linking it to any Group in play. This link cannot be moved or removed. All players must now refer to that Group by its full name, exactly as printed on its card, whenever they mention it (either in game play or table talk). Circumlocutions, pronouns, references to "that card," pointing, etc., are not acceptable. A player who fails to refer to the card properly must discard one Plot, from his deck or from his hand, as soon as the error is pointed out.

If the owner of the Group refers to it incorrectly, and a rival points it out before the owner does, the owner must *give* that rival his top undrawn Plot.

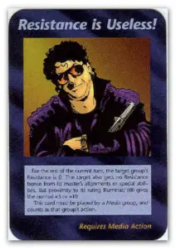
®



Recording Industry

Increase the Power of all your *Media* Personalities by 2, and all your other Personalities by 1.

Bullerboard top 10
POWER 2
RESISTANCE 1
Corporate
Media

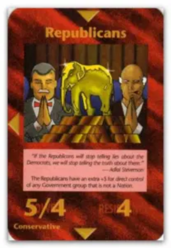


Resistance is Useless!

For the rest of the current turn, the target group's Resistance is 0. The target also gets no Resistance bonus from its master's alignments or special abilities. But proximity to its ruling Illuminati still gives the normal +5 or +10.

This card must be played by a *Media* group, and counts as that group's action.

Requires Media Action

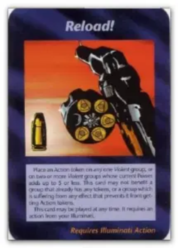


Republicans

"If the Republicans will stop telling lies about the Democrats, we will stop telling the truth about them."
— Adlai Stevenson

The Republicans have an extra +5 for direct control of any Government group that is not a Nation.

POWER 5/4
RESISTANCE 4
Conservative

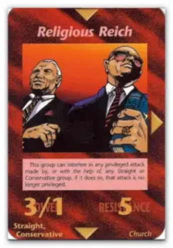


Reload!

Place an Action token on any one Violent group, or on two or more Violent groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

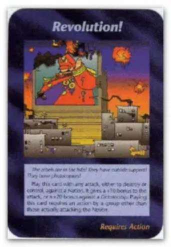
Requires Illuminati Action



Religious Reich

This group can interfere in any privileged attack made by, *or with the help of*, any Straight or Conservative group. If it does so, that attack is no longer privileged.

POWER 3/1
RESISTANCE 5
Straight, Conservative
Church

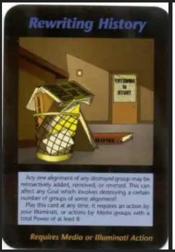


Revolution!

The rebels are in the hills! They have outside support! They have photocopiers!

Play this card with any attack, either to destroy or control, against a Nation. It gives a +10 bonus to the attack, or a +20 bonus against a *Dictatorship*. Playing this card requires an action by a group other than those actually attacking the Nation.

Requires Action



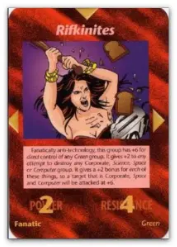
Rewriting History

Any one alignment of any *destroyed* group may be retroactively added, *removed*, or reversed. This can affect any Goal which involves destroying a certain number of groups of some alignment!

Play this card at any time. It requires an action by your Illuminati, or actions by *Media* groups with a total Power of at least 8.

Requires Media or Illuminati Action

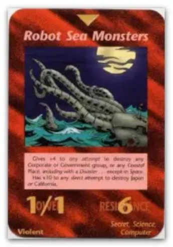
ROME



Rifkinites

Fanatically anti-technology; this group has +6 for *direct* control of any Green group. It gives +2 to *any* attempt to destroy any Corporate, *Science*, *Space* or Computer group. It gives a +2 bonus for *each* of these things, so a target that is Corporate, Space and Computer will be attacked at +6.

POWER 2
RESISTANCE 4
Fanatic
Green

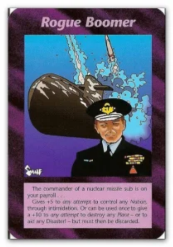


Robot Sea Monsters

Gives +4 to any attempt to destroy any Corporate or Government group, or any *Coastal* Place, *including with a Disaster* . . . except in *Space*.

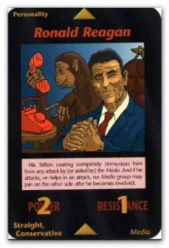
Has +10 to any direct attempt to destroy Japan or California.

POWER 1/1
RESISTANCE 6
Violent
Secret, Science, Computer

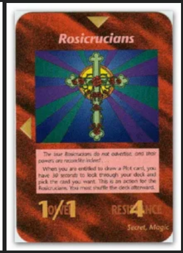

Rogue Boomer

The commander of a nuclear missile sub is on your payroll . . .

Gives +5 to *any attempt* to control any *Nation*, through intimidation. Or can be used *once* to give a +10 to *any attempt* to destroy any *Place* – or to aid any Disaster! – but must then be discarded.

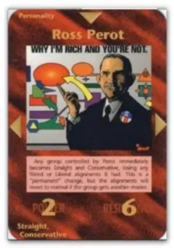

Personality
Ronald Reagan
POWER 2
RESISTANCE 1
Straight, Conservative
Media

His Teflon coating completely immunizes him from any attack by (or aided by) the *Media*. And if he attacks, or helps in an attack, no *Media* group may join on the other side *after* he becomes involved.

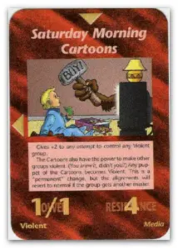

Rosicrucians
POWER 1/1
RESISTANCE 4
Secret, Magic

The true Rosicrucians do not advertise, and their powers are recondite indeed . . .

When you are entitled to draw a Plot card, you have 30 seconds to look through your deck and pick the card you want. This is an action for the Rosicrucians. You must shuffle the deck afterward.

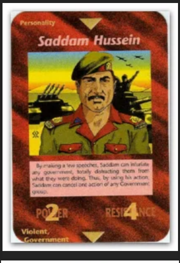

Personality
Ross Perot
WHY I'M RICH AND YOU'RE NOT.
POWER 2
RESISTANCE 6
Straight, Conservative

Any group controlled by Perot immediately becomes Straight and Conservative, losing any Weird or Liberal alignments it had. This is a "permanent" change, but the alignments will revert to normal if the group gets another master.

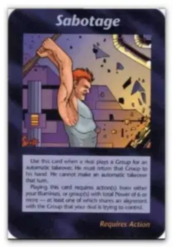

Saturday Morning Cartoons
BUY!
POWER 1/1
RESISTANCE 4
Violent
Media

Gives +2 to any attempt to control any Violent group.

The Cartoons also have the power to make other groups violent. *(You knew it, didn't you?)* Any puppet of the Cartoons becomes Violent. This is a "permanent" change, but the alignments will revert to normal if the group gets another master.

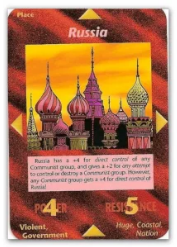

Personality
Saddam Hussein
POWER 2
RESISTANCE 4
Violent, Government

By making a few speeches, Saddam can infuriate any government, totally distracting them from what they were doing. Thus, by using his action, Saddam can cancel one action of any Government group.

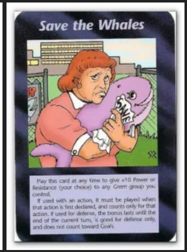

Sabotage
Requires Action

Use this card when a rival plays a Group for an automatic takeover. He must return that Group to his hand. He cannot make an automatic takeover that turn.

Playing this card requires action(s) from either your Illuminati, or group(s) with total Power of 6 or more — at least one of which shares an alignment with the Group that your rival is trying to control.

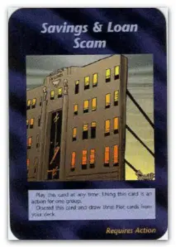

Place
Russia
POWER 4
RESISTANCE 5
Violent, Government
Huge, Coastal, Nation

Russia has a +4 for *direct control* of any *Communist* group, and gives a +2 for *any attempt* to control or destroy a *Communist* group. However, any *Communist* group gets a +4 for *direct control* of Russia!


Save the Whales
SAVE

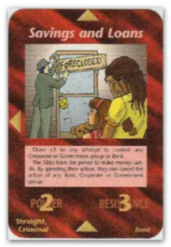
Play this card at any time to give +10 Power or Resistance (your choice) to any Green group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.


Savings & Loan Scam
Requires Action

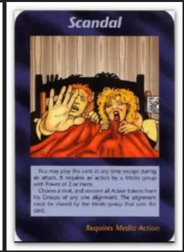
Play this card at any time. Using this card is an action for one group.

Discard this card and draw three Plot cards from your deck.


Savings and Loans
FORECLOSED
POWER 2
RESISTANCE 3
Straight, Criminal
Bank

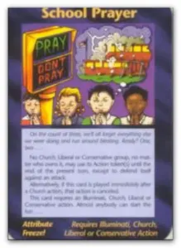
Gives +3 to any attempt to control any *Corporate* or *Government* group or *Bank*.

The S&Ls have the power to make money vanish. By spending their action, they can cancel the action of any *Bank*, *Corporate* or *Government* group.


Scandal
Requires Media Action

You may play this card at any time except during an attack. It requires an action by a *Media* group with Power of 2 or more.

Choose a rival, and remove all Action tokens from his Groups of any one alignment. The alignment must be shared by the *Media* group that uses the card.

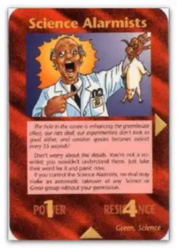

School Prayer
PRAY
DON'T PRAY
Attribute Freeze!
Requires Illuminati, Church, Liberal or Conservative Action

On the count of three, we'll all forget everything else we were doing and run around blessing. Ready? One, two . . .

No Church, Liberal or Conservative group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played immediately after a Church action, that action is canceled.

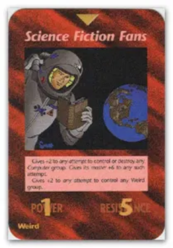
This card requires an Illuminati, Church, Liberal or Conservative action. Almost anybody can start the fun . . .


Science Alarmists
POWER 1
RESISTANCE 4
Green, Science

The hole in the ozone is enhancing the greenhouse effect, our rats died, our experimenters don't look so good either, and another species becomes extinct every 35 seconds!

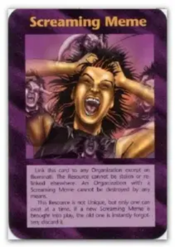
Don't worry about the details. You're not a scientist; you wouldn't understand them. Just take their word for it and panic now.

If you control the Science Alarmists, no rival may make an automatic takeover of any *Science* or *Green* group without your permission.


Science Fiction Fans
POWER 1
RESISTANCE 5
Weird

Gives +2 to any attempt to control or destroy any *Computer* group. Gives its master +6 to any such attempt.

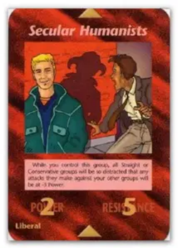
Gives +2 to any attempt to control any Weird group.



Screaming Meme

Link this card to any Organization except an Illuminati. The Resource cannot be stolen or re-linked elsewhere. An Organization with a Screaming Meme cannot be destroyed by any means.

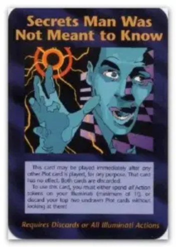
This Resource is not Unique, but only one can exist at a time. If a new Screaming Meme is brought into play, the old one is instantly forgotten; discard it.



Secular Humanists

While you control this group, all Straight or Conservative groups will be so distracted that any attacks they make against your other groups will be at -3 Power.

POWER 2
RESISTANCE 5
Liberal

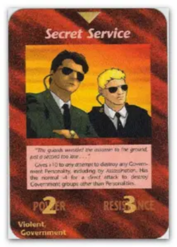


Secrets Man Was Not Meant to Know

This card may be played immediately after any other Plot card is played, for any purpose. That card has no effect. Both cards are discarded.

To use this card, you must either spend *all* Action tokens on your Illuminati (minimum of 1), or discard your top two undrawn Plot cards without looking at them!

Requires Discards or All Illuminati Actions

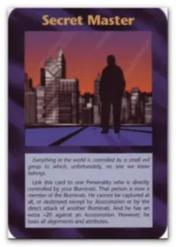


Secret Service

"The guards wrestled the assassin to the ground, just a second too late . . ."

Gives +10 to any attempt to destroy any Government Personality, including by *Assassination*. Has the normal -4 for a direct attack to destroy Government groups other than Personalities.

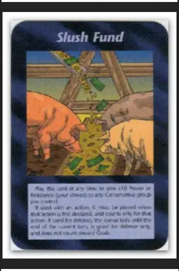
POWER 2
RESISTANCE 3
Violent, Government



Secret Master

Everything in the world is controlled by a small evil group to which, unfortunately, no one we know belongs.

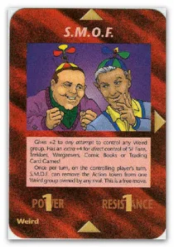
Link this card to one Personality who is directly controlled by your Illuminati. That person is now a member of the Illuminati. He cannot be captured at all, or destroyed except by *Assassination* or by the direct attack of another Illuminati. And he has an extra +20 against an *Assassination*. However, he loses all alignments and attributes.



Slush Fund

Play this card at any time to give +10 Power or Resistance (your choice) to any Conservative group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

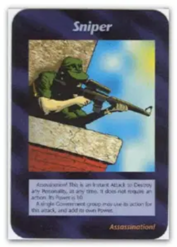


S.M.O.F.

Gives +2 to any attempt to control any Weird group. Has an *extra* +4 for *direct* control of SF Fans, Trekkies, Wargamers, Comic Books or Trading Card Games!

Once per turn, on the controlling player's turn, S.M.O.F. can remove the Action token from one Weird group owned by any rival. This is a free move.

POWER 1
RESISTANCE 1
Weird

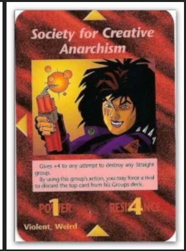


Sniper

Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10.

A single Government group may use its action for this attack, and add its own Power.

Assassination!

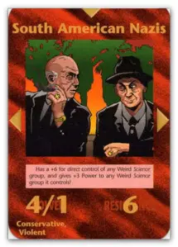


Society for Creative Anarchism

Gives +4 to any attempt to destroy any Straight group.

By using this group's action, you may force a rival to discard the top card from his Groups deck.

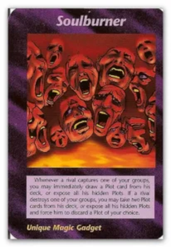
POWER 1
RESISTANCE 4
Violent, Weird



South American Nazis

Has a +6 for direct control of any Weird Science group, and gives +3 Power to any Weird Science group it controls!

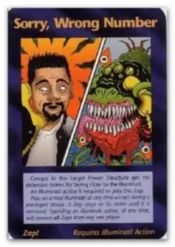
POWER 4/1
RESISTANCE 6
Conservative, Violent



Soulburner

Whenever a rival captures one of your groups, you may immediately draw a Plot card from his deck, or expose all his hidden Plots. If a rival destroys one of your groups, you may take *two* Plot cards from his deck, or expose all his hidden Plots and force him to discard a Plot of your choice.

Unique Magic Gadget



Sorry, Wrong Number

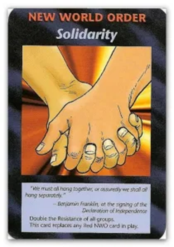
Groups in the target Power Structure get no defensive bonus for being close to the Illuminati.

An Illuminati action is required to play this Zap.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove all Zaps from any one player.

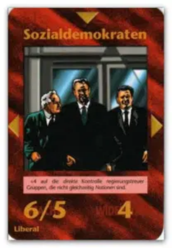
Zap!

Requires Illuminati Action


NEW WORLD ORDER
Solidarity

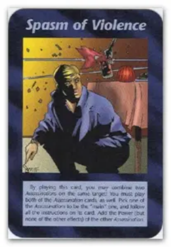
"We must all hang together, or assuredly we shall all hang separately."
– Benjamin Franklin, at the signing of the Declaration of Independence

Double the Resistance of all groups.
This card replaces any Red NWO card in play.

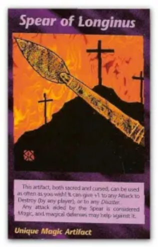

Sozialdemokraten

+4 auf die direkte Kontrolle regierungstreuer Gruppen, die nicht gleichzeitig Nationen sind.

6/5
4
Liberal

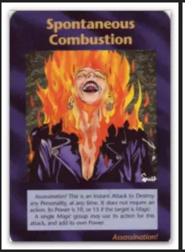

Spasm of Violence

By playing this card, you may combine two *Assassinations* on the same target! You must play both of the *Assassination* cards, as well. Pick one of the *Assassinations* to be the "main" one, and follow all the instructions on its card. Add the Power (but none of the other effects) of the other *Assassination*.


Spear of Longinus

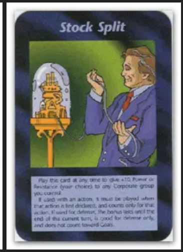
This artifact, both sacred and cursed, can be used as often as you wish! It can give +1 to any Attack to Destroy (by any player), or to any *Disaster*.
Any attack aided by the Spear is considered *Magic*, and magical defenses may help against it.

Unique Magic Artifact

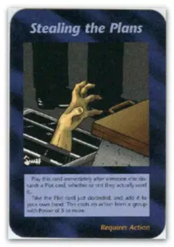

Spontaneous Combustion

Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10, or 15 if the target is *Magic*.
A single *Magic* group may use its action for this attack, and add its own Power.

Assassination!

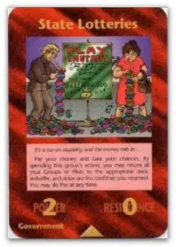

Stock Split

Play this card at any time to give +10 Power or Resistance (your choice) to any Corporate group you control.
If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.


Stealing the Plans

Play this card immediately after someone else discards a Plot card, whether or not they actually used it.
Take the Plot card just discarded, and add it to your own hand. This costs an action from a group with Power of 3 or more.

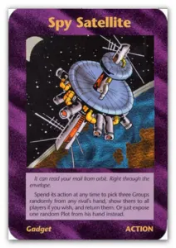
Requires Action


State Lotteries

It's a tax on stupidity, and the money rolls in…

Pay your money and take your chances. By spending this group's action, you may return all your Groups or Plots to the appropriate deck, reshuffle, and draw one less card than you returned. You may do this at any time.

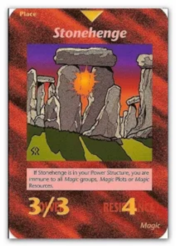
2
0
Government


Spy Satellite

It can read your mail from orbit. Right through the envelope.

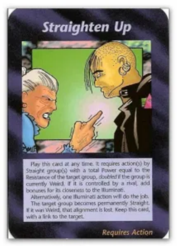
Spend its action at any time to pick three Groups randomly from any rival's hand, show them to all players if you wish, and return them. Or just expose one random Plot from his hand instead.

Gadget
ACTION


Place
Stonehenge

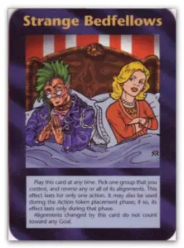
If Stonehenge is in your Power Structure, you are immune to all *Magic* groups, *Magic* Plots or *Magic* Resources.

3/3
4
Magic

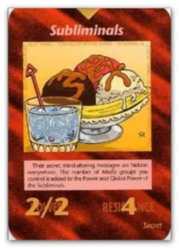

Straighten Up

Play this card at any time. It requires action(s) by Straight group(s) with a total Power equal to the Resistance of the target group, *doubled* if the group is currently Weird. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.
Alternatively, one Illuminati action will do the job.
The target group becomes permanently Straight. If it was Weird, that alignment is lost. Keep this card, with a link to the target.

Requires Action

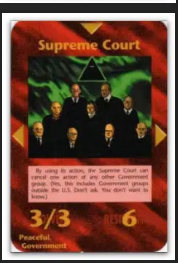

Strange Bedfellows

Play this card at any time. Pick one group that you control, and *reverse* any or all of its alignments. This effect lasts for only one action. It may also be used during the Action token placement phase; if so, its effect lasts only during that phase.
Alignments changed by this card do not count toward any Goal.


Subliminals

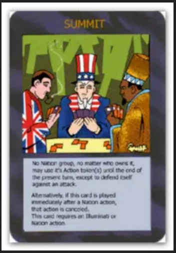
Their secret mind-altering messages are hidden everywhere. The number of *Media* groups you control is added to the Power and Global Power of the Subliminals.

2/2
4
Secret


Supreme Court

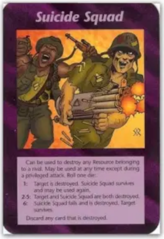
By using its action, the Supreme Court can cancel one action of any other Government group. (Yes, this includes Government groups outside the U.S. Don't ask. You don't want to know.)

3/3
6
Peaceful,
Government


SUMMIT

No Nation group, no matter who owns it, may use it's Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played immediately after a Nation action, that action is canceled.
This card requires an Illuminati or Nation action.

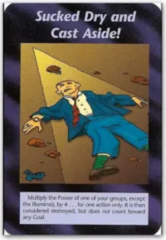


Suicide Squad

Can be used to destroy any Resource belonging to a rival. May be used at any time except during a privileged attack. Roll one die:

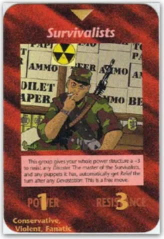
1: Target is destroyed. Suicide Squad survives and may be used again.
2-5: Target and Suicide Squad are both destroyed.
6: Suicide Squad fails and is destroyed. Target survives.

Discard any card that is destroyed.



Sucked Dry and Cast Aside!

Multiply the Power of one of your groups, except the Illuminati, by 4 . . . for one action only. It is then considered destroyed, but does *not* count toward any Goal.



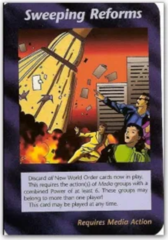
Survivalists

AMMO
TOILET PAPER
AMMO

This group gives your whole power structure a +3 to resist any *Disaster*. The master of the Survivalists, and any puppets it has, automatically get *Relief* the turn after any *Devastation*. This is a free move.

POWER 1
RESISTANCE 3

Conservative, Violent, Fanatic



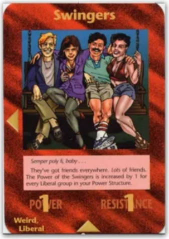
Sweeping Reforms

Discard *all* New World Order cards now in play.

This requires the action(s) of *Media* groups with a combined Power of at least 6. These groups may belong to more than one player!

This card may be played at any time.

Requires Media Action



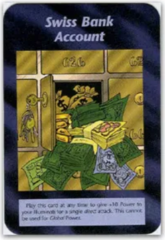
Swingers

Semper poly fi, baby . . .

They've got friends everywhere. *Lots* of friends. The Power of the Swingers is increased by 1 for every Liberal group in your Power Structure.

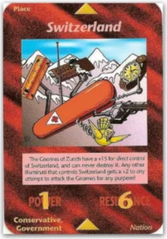
POWER 1
RESISTANCE 1

Weird, Liberal



Swiss Bank Account

Play this card at any time to give +10 Power to your Illuminati for a single direct attack. This cannot be used for *Global* Power.



Place

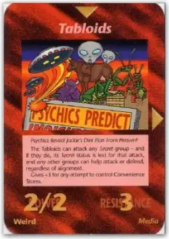
Switzerland

The Gnomes of Zurich have a +15 for direct control of Switzerland, and can never destroy it. Any other Illuminati that controls Switzerland gets a +2 to any attempt to attack the Gnomes for any purpose!

POWER 1
RESISTANCE 6

Conservative, Government

Nation



Tabloids

PSYCHICS PREDICT

Psychics Reveal Jackie's Diet Plan From Heaven!

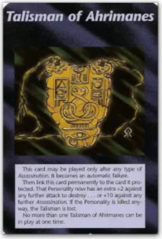
The Tabloids can attack any *Secret* group – and if they do, its *Secret* status is lost for that attack, and any other groups can help attack or defend, regardless of alignment.

Gives +3 for any attempt to control Convenience Stores.

2/2
RESISTANCE 3

Weird

Media

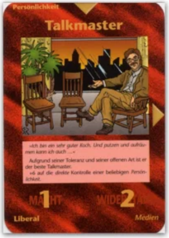


Talisman of Ahrimanes

This card may be played only after any type of *Assassination*. It becomes an automatic failure.

Then link this card permanently to the card it protected. That Personality now has an extra +2 against any further attack to destroy . . . or +10 against any further *Assassination*. If the Personality is killed anyway, the Talisman is lost.

No more than one Talisman of Ahrimanes can be in play at one time.



Persönlichkeit

Talkmaster

»Ich bin ein sehr guter Koch. Und putzen und aufräumen kann ich auch …«

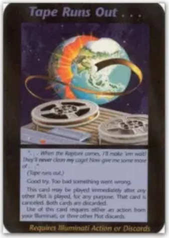
Aufgrund seiner Toleranz und seiner offenen Art ist er der beste Talkmaster.

+6 auf die direkte Kontrolle einer beliebigen *Persönlichkeit*.

MACHT 1
WIDERSTAND 2

Liberal

Medien



Tape Runs Out . . .

". . . When the Rapture comes, I'll make 'em wait! They'll never clean my cage! Now give me some more of . . ."

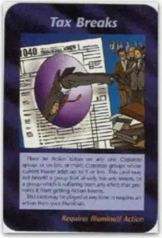
(Tape runs out.)

Good try. Too bad something went wrong.

This card may be played immediately after any other Plot is played, for any purpose. That card is canceled. Both cards are discarded.

Use of this card requires either an action from your Illuminati, or three other Plot discards.

Requires Illuminati Action or Discards

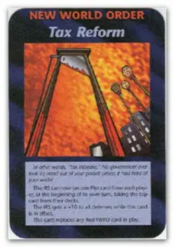


Tax Breaks

Place an Action token on any one Corporate group, or on two or more Corporate groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action



NEW WORLD ORDER

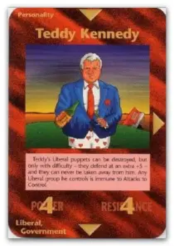
Tax Reform

In other words, "tax increase." No government ever took its hand out of your pocket unless it had hold of your wallet.

The IRS can now tax one Plot card from each player, at the beginning of its own turn, taking the top card from their decks.

The IRS gets a +10 to all defenses while this card is in effect.

This card replaces any Red NWO card in play.



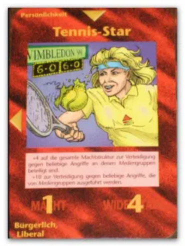
Personality

Teddy Kennedy

Teddy's Liberal puppets can be destroyed, but only with difficulty – they defend at an extra +5 – and they can never be taken away from him. Any Liberal group he controls is immune to Attacks to Control.

POWER 4 RESISTANCE 4

Liberal, Government



Persönlichkeit

Tennis-Star

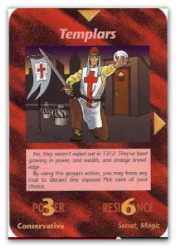
WIMBLEDON 9
6-0 6-0

+4 auf die gesamte Machtstruktur zur Verteidigung gegen beliebige Angriffe an denen Mediengruppen beteiligt sind.

+10 zur Verteidigung gegen beliebige Angriffe, die von Mediengruppen ausgeführt werden.

MACHT 1 WIDE 4

Bürgerlich, Liberal



Templars

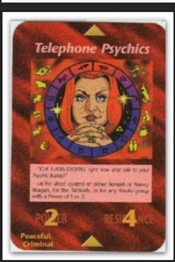
No, they weren't wiped out in 1312. They've been growing in power, and wealth, and strange knowledge . . .

By using this group's action, you may force any rival to discard one exposed Plot card of your choice.

POWER 3 RESISTANCE 6

Conservative

Secret, Magic



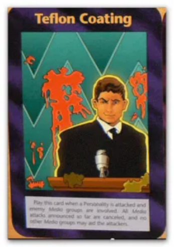
Telephone Psychics

"Call 1-900-SUCKERS right now and talk to your Psychic Buddy!"

+6 for direct control of either Ronald or Nancy Reagan, for the Tabloids, or for any *Media* group with a Power of 1 or 2.

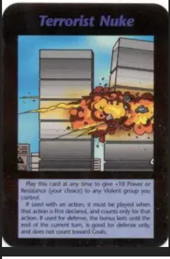
POWER 2 RESISTANCE 4

Peaceful, Criminal



Teflon Coating

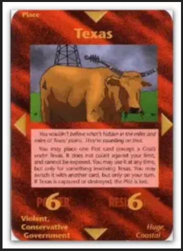
Play this card when a Personality is attacked and enemy Media groups are involved. All Media attacks announced so far are canceled, and no other Media groups may aid the attackers.



Terrorist Nuke

Play this card at any time to give +10 Power or Resistance (your choice) to any Violent group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.



Place

Texas

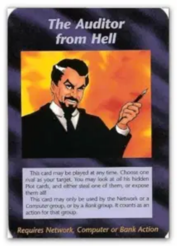
You wouldn't believe what's hidden in the miles and miles of Texas' plains. They're counting on that.

You may place one Plot card (except a Goal) under Texas. It does not count against your limit, and cannot be exposed. You may use it at any time, but only for something involving Texas. You may switch it with another card, but only on your turn. If Texas is captured or destroyed, the Plot is lost.

POWER 6 RESISTANCE 6

Violent, Conservative Government

Huge, Coastal

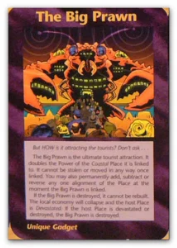


The Auditor from Hell

This card may be played at any time. Choose one rival as your target. You may look at all his hidden Plot cards, and either steal one of them, or expose them all!

This card may only be used by the Network or a Computer group, or by a *Bank* group. It counts as an action for that group.

Requires Network, Computer or Bank Action



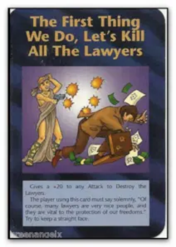
The Big Prawn

But HOW is it attracting the tourists? Don't ask . . .

The Big Prawn is the ultimate tourist attraction. It doubles the Power of the *Coastal* Place it is linked to. It cannot be stolen or moved in any way once linked. You may also permanently add, subtract or reverse any one alignment of the Place at the moment the Big Prawn is linked.

If the Big Prawn is destroyed, it cannot be rebuilt. The local economy will collapse and the host Place is *Devastated*. If the host Place is devastated or destroyed, the Big Prawn is destroyed.

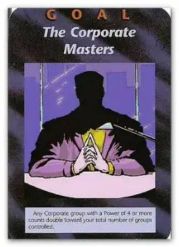
Unique Gadget



The First Thing We Do, Let's Kill All The Lawyers

Gives a +20 to any Attack to Destroy the Lawyers.

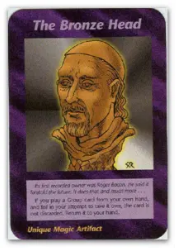
The player using this card must say solemnly, "Of course, many lawyers are very nice people, and they are vital to the protection of our freedoms." Try to keep a straight face.



GOAL

The Corporate Masters

Any Corporate group with a Power of 4 or more counts double toward your total number of groups controlled.

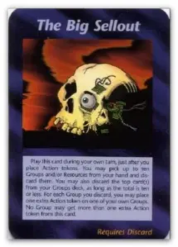


The Bronze Head

Its first recorded owner was Roger Bacon. He said it foretold the future. It does that and much more . . .

If you play a Group card from your own hand, and fail in your attempt to take it over, the card is not discarded. Return it to your hand.

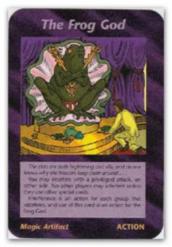
Unique Magic Artifact



The Big Sellout

Play this card during your own turn, just after you place Action tokens. You may pick up to ten Groups and/or Resources from your hand and discard them. You may also discard the top card(s) from your Groups deck, as long as the total is ten or less. For each Group you discard, you may place one extra Action token on one of your own Groups. No Group may get more than one extra Action token from this card.

Requires Discard



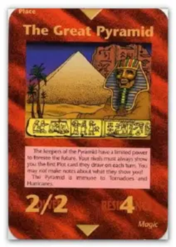
The Frog God

The idols are both frightening and silly, and no one knows why the Masters keep them around . . .

You may interfere with a privileged attack, on either side. No other players may interfere unless they use other special cards.

Interference is an action for each group that interferes, and use of this card is an action for the Frog God.

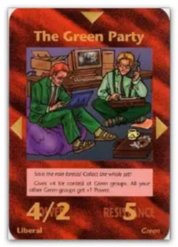
Magic Artifact ACTION


Place
2/2
RESISTANCE 4
Magic

The Great Pyramid

The keepers of the Pyramid have a limited power to foresee the future. Your rivals must always show you the first Plot card they draw on each turn. You may not make notes about what they show you!

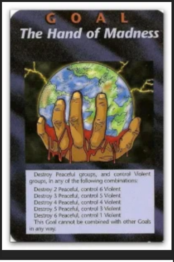
The Pyramid is immune to Tornadoes and Hurricanes.


4/2
RESISTANCE 5
Liberal
Green

The Green Party

Save the rain forests! Collect the whole set!

Gives +4 for control of Green groups. All your other Green groups get +1 Power.



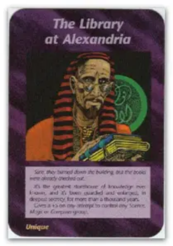
GOAL

The Hand of Madness

Destroy Peaceful groups, and control Violent groups, in any of the following combinations:

Destroy 2 Peaceful, control 6 Violent
Destroy 3 Peaceful, control 5 Violent
Destroy 4 Peaceful, control 4 Violent
Destroy 5 Peaceful, control 3 Violent
Destroy 6 Peaceful, control 1 Violent

This Goal cannot be combined with other Goals in any way.



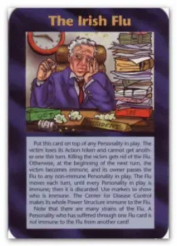
The Library at Alexandria

Sure, they burned down the building, but the books were already checked out.

It's the greatest storehouse of knowledge ever known, and it's been guarded and enlarged, in deepest secrecy, for more than a thousand years.

Gives a +3 on any attempt to control any Science, Magic or Computer group.

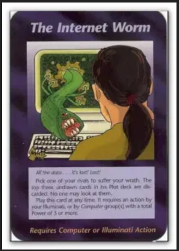
Unique



The Irish Flu

Put this card on top of any Personality in play. The victim loses its Action token and cannot get another one this turn. Killing the victim gets rid of the Flu. Otherwise, at the beginning of the next turn, the victim becomes *immune*, and its owner passes the Flu to any non-immune Personality in play. The Flu moves each turn, until every Personality in play is immune; then it is discarded. Use markers to show who is immune. The Center for Disease Control makes its whole Power Structure immune to the Flu.

Note that there are many strains of the Flu. A Personality who has suffered through one Flu card is *not* immune to the Flu from another card!



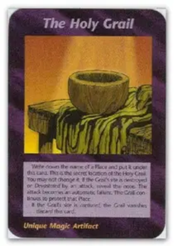
The Internet Worm

All the data . . . It's lost! Lost!

Pick one of your rivals to suffer your wrath. The top three undrawn cards in his Plot deck are discarded. No one may look at them.

Play this card at any time. It requires an action by your Illuminati, or by Computer group(s) with a total Power of 3 or more.

Requires Computer or Illuminati Action

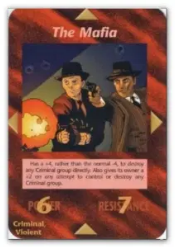


The Holy Grail

Write down the name of a Place and put it under this card. This is the secret location of the Holy Grail. You may not change it. If the Grail's site is destroyed or *Devastated* by an attack, reveal the note. The attack becomes an automatic failure. The Grail continues to protect that Place.

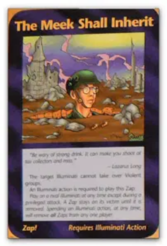
If the Grail's site is captured, the Grail vanishes; discard this card.

Unique Magic Artifact


POWER 6
RESISTANCE 7
Criminal,
Violent

The Mafia

Has a +4, rather than the normal -4, to destroy any Criminal group directly. Also gives its owner a +2 on any attempt to control or destroy any Criminal group.



The Meek Shall Inherit

"Be wary of strong drink. It can make you shoot at tax collectors and miss."

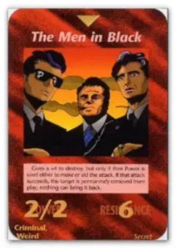
– Lazarus Long

The target Illuminati cannot take over Violent groups.

An Illuminati action is required to play this Zap.

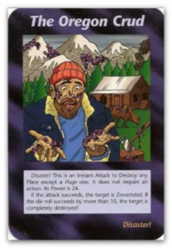
*Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove **all** Zaps from any one player.*

Zap! *Requires Illuminati Action*


2/2
RESISTANCE 6
Criminal,
Weird
Secret

The Men in Black

Gives a +4 to destroy, but only if their Power is used either to make or aid the attack. If that attack succeeds, the target is permanently removed from play; nothing can bring it back.

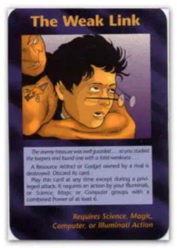


The Oregon Crud

Disaster! This is an Instant Attack to Destroy any Place except a *Huge* one. It does not require an action. Its Power is 24.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by *more* than 10, the target is completely destroyed!

Disaster!



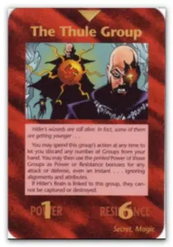
The Weak Link

The enemy treasure was well guarded . . . so you studied the keepers and found one with a fatal weakness . . .

A Resource, Artifact or Gadget owned by a rival is destroyed. Discard its card.

Play this card at any time except during a privileged attack. It requires an action by your Illuminati, or Science, Magic or Computer groups with a combined Power of at least 6.

Requires Science, Magic, Computer, or Illuminati Action



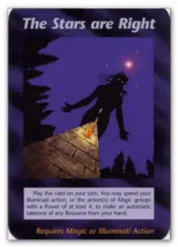
The Thule Group

Hitler's wizards are still alive. In fact, some of them are getting younger . . .

You may spend this group's action at any time to let you discard any number of Groups from your hand. You may then use the *printed* Power of those Groups as Power or Resistance bonuses for any attack or defense, even an Instant . . . ignoring alignments and attributes.

If Hitler's Brain is linked to this group, they cannot be captured or destroyed.

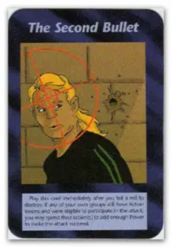
POWER 1
RESISTANCE 6
Secret, Magic



The Stars are Right

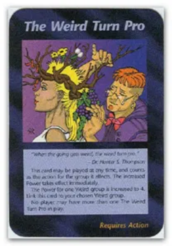
Play this card on your turn. You may spend your Illuminati action, or the action(s) of Magic groups with a Power of at least 4, to make an automatic takeover of any Resource from your hand.

Requires Magic or Illuminati Action



The Second Bullet

Play this card immediately after you fail a roll to destroy. If any of your own groups still have Action tokens and were eligible to participate in the attack, you may spend their action(s) to add enough Power to make the attack succeed.



The Weird Turn Pro

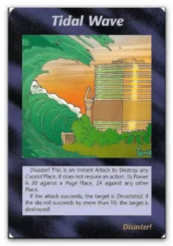
"When the going gets weird, the weird turn pro."
– Dr. Hunter S. Thompson

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Weird group is increased to 4. Link this card to your chosen Weird group.

No player may have more than one The Weird Turn Pro in play.

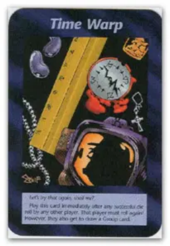
Requires Action



Tidal Wave

Disaster! This is an Instant Attack to Destroy any Coastal Place. It does not require an action. Its Power is 20 against a *Huge* Place, 24 against any other Place.

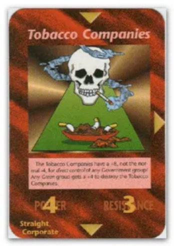
If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 10, the target is destroyed!



Time Warp

Let's try that again, shall we?

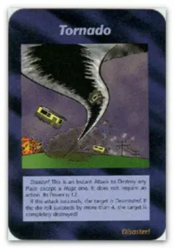
Play this card immediately after any successful die roll by any other player. That player must roll again! However, they also get to draw a Group card.



Tobacco Companies

The Tobacco Companies have a +8, not the normal +4, for *direct control* of any Government group! Any Green group gets a +4 to destroy the Tobacco Companies.

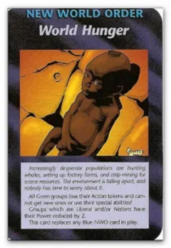
POWER 4
RESISTANCE 3
Straight, Corporate



Tornado

Disaster! This is an Instant Attack to Destroy any Place except a *Huge* one. It does not require an action. Its Power is 12.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 4, the target is completely destroyed!



NEW WORLD ORDER

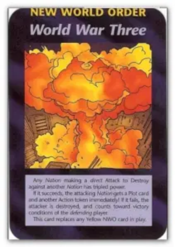
World Hunger

Increasingly desperate populations are hunting whales, setting up factory farms, and strip-mining for scarce resources. The environment is falling apart, and nobody has time to worry about it.

All Green groups lose their Action tokens and cannot get new ones or use their special abilities!

Groups which are Liberal and/or *Nations* have their Power reduced by 2.

This card replaces any Blue NWO card in play.



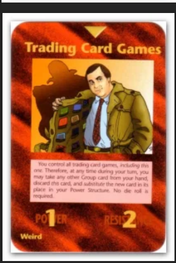
NEW WORLD ORDER

World War Three

Any *Nation* making a *direct* Attack to Destroy against another *Nation* has tripled power.

If it succeeds, the attacking *Nation* gets a Plot card and another Action token immediately! If it fails, the attacker is destroyed, and counts toward victory conditions of the *defending* player.

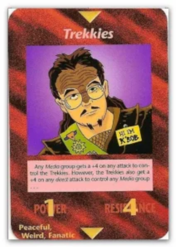
This card replaces any Yellow NWO card in play.



Trading Card Games

You control all trading card games, *including this one*. Therefore, at any time during your turn, you may take any other Group card from your hand, discard this card, and *substitute* the new card in its place in your Power Structure. No die roll is required.

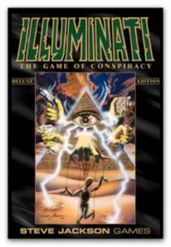
POWER 1
RESISTANCE 2
Weird



Trekkies

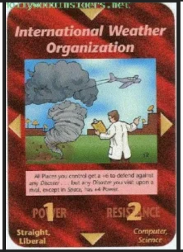
Any *Media* group gets a +4 on any attack to control the Trekkies. However, the Trekkies also get a +4 on any *direct* attack to control any *Media* group . . .

HI, I'M K'BOB
POWER 1
RESISTANCE 4
Peaceful, Weird, Fanatic



ILLUMINATI
THE GAME OF CONSPIRACY
DELUXE EDITION
STEVE JACKSON GAMES

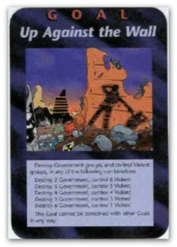
hollywoodinsiders.net



International Weather Organization

All Places you control get a +6 to defend against any *Disaster* . . . but any *Disaster* you visit upon a rival, except in *Space*, has +4 Power.

POWER 1
RESISTANCE 2
Straight, Liberal
Computer, Science



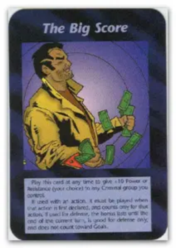
GOAL

Up Against the Wall

Destroy Government groups, and control Violent groups, in any of the following combinations:

Destroy 2 Government, control 6 Violent
Destroy 3 Government, control 5 Violent
Destroy 4 Government, control 4 Violent
Destroy 5 Government, control 3 Violent
Destroy 6 Government, control 1 Violent

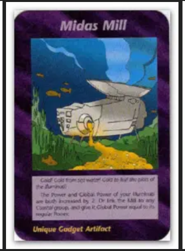
This Goal cannot be combined with other Goals in any way.



The Big Score

Play this card at any time to give +10 Power or Resistance (your choice) to any Criminal group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

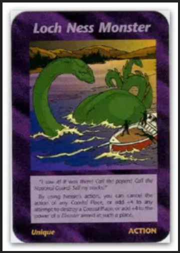


Midas Mill

Gold! Gold from sea water! Gold to fuel the plots of the Illuminati!

The Power and Global Power of your Illuminati are both increased by 2. Or link the Mill to any Coastal group, and give it Global Power equal to its regular Power.

Unique Gadget Artifact

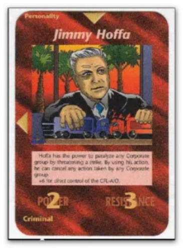


Loch Ness Monster

"I saw it! It was there! Call the papers! Call the National Guard! Sell my stocks!"

By using Nessie's action, you can cancel the action of any Coastal Place, or add +4 to any attempt to destroy a Coastal Place, or add +4 to the power of a *Disaster* aimed at such a place.

Unique ACTION



Personality

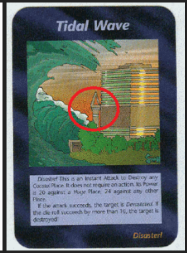
Jimmy Hoffa

Hoffa has the power to paralyze any Corporate group by threatening a strike. By using his action, he can cancel any action taken by any Corporate group.

+6 for direct control of the CFL-AIO.

PO2ER RESIS3NCE

Criminal

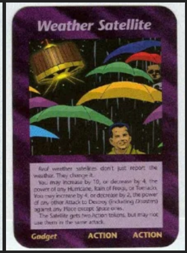


Tidal Wave

Disaster! This is an Instant Attack to Destroy any Coastal Place. It does not require an action. Its Power is 20 against a *Huge* Place, 24 against any other Place.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 10, the target is destroyed!

Disaster!



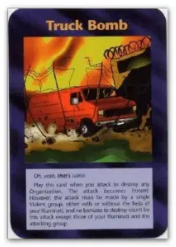
Weather Satellite

Real weather satellites don't just report the weather. They change it.

You may increase by 10, or decrease by 4, the power of any Hurricane, Rain of Frogs, or Tornado. You may increase by 4, or decrease by 2, the power of any other Attack to Destroy (including *Disasters*) against any Place except Space ones.

The Satellite gets two Action tokens, but may not use them in the same attack.

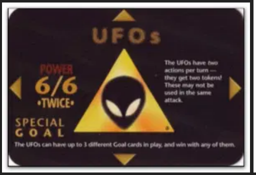
Gadget ACTION ACTION



Truck Bomb

Oh, yeah, that's subtle.

Play this card when you attack to destroy any Organization. The attack becomes Instant. However, the attack must be made by a single Violent group, either with or without the help of your Illuminati, and no bonuses to destroy count for this attack except those of your Illuminati and the attacking group.



UFOs

POWER

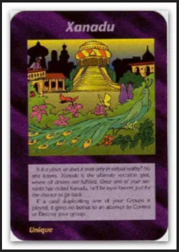
6/6

•TWICE•

The UFOs have two actions per turn — they get two tokens! These may not be used in the same attack.

SPECIAL GOAL

The UFOs can have up to 3 different Goal cards in play, and win with any of them.

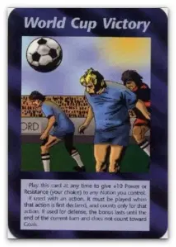


Xanadu

Is it a place, or does it exist only in virtual reality? No one knows. Xanadu is the ultimate vacation spot, where all desires are fulfilled. Once one of your servants has visited Xanadu, he'll be loyal forever, just for the chance to go back . . .

If a card duplicating one of your Groups is played, it gives no bonus to an attempt to Control or Destroy your group.

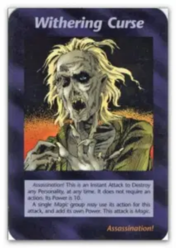
Unique



World Cup Victory

Play this card at any time to give +10 Power or Resistance (your choice) to any Nation you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn and does not count toward Goals.

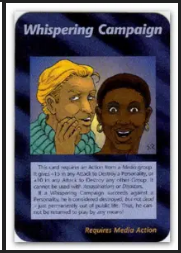


Withering Curse

Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 10.

A single *Magic* group may use its action for this attack, and add its own Power. This attack is *Magic*.

Assassination!

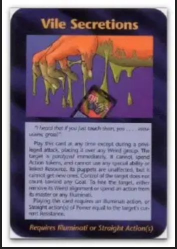


Whispering Campaign

This card requires an Action from a Media group. It gives +15 in any Attack to Destroy a Personality, or +10 in any Attack to Destroy any other Group. It cannot be used with *Assassinations* or *Disasters*.

If a Whispering Campaign succeeds against a Personality, he is considered destroyed, *but not dead* – just permanently out of public life. Thus, he cannot be returned to play by any means!

Requires Media Action



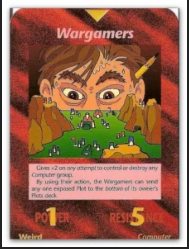
Vile Secretions

"I heard that if you just touch them, you . . . . . eww-uuww, gross!"

Play this card at any time except during a privileged attack, placing it over any Weird group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Weird alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Straight action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Straight Action(s)



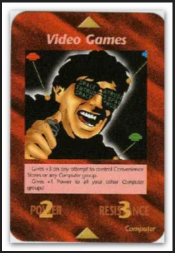
Wargamers

Gives +2 on any attempt to control or destroy any Computer group.

By using their action, the Wargamers can send any one exposed Plot to the *bottom* of its owner's Plots deck.

PO1ER RESIS5NCE

Weird Computer



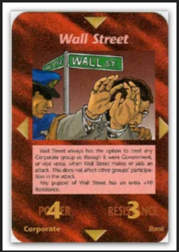
Video Games

Gives +3 on any attempt to control Convenience Stores or any Computer group.

Gives +1 Power to all your other Computer groups!

PO2ER RESIS3NCE

Computer



Wall Street

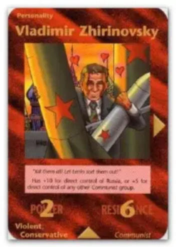
Wall Street always has the option to treat any Corporate group as though it were Government, or vice versa, when Wall Street makes or aids an attack. This does not affect other groups' participation in the attack.

Any puppet of Wall Street has an extra +10 Resistance.

POWER 4 RESISTANCE 3

Corporate

Bank



Personality

Vladimir Zhirinovsky

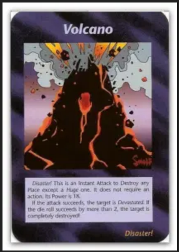
"Kill them all! Let Lenin sort them out!"

Has +10 for direct control of Russia, or +5 for direct control of any other Communist group.

POWER 2 RESISTANCE 6

Violent, Conservative

Communist

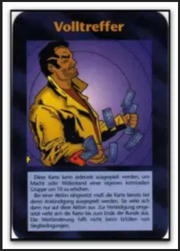


Volcano

Disaster! This is an Instant Attack to Destroy any Place except a *Huge* one. It does not require an action. Its Power is 18.

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 2, the target is completely destroyed!

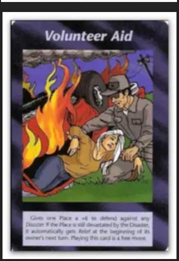
Disaster!



Volltreffer

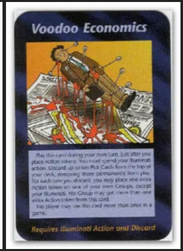
Diese Karte kann jederzeit ausgespielt werden, um Macht oder Widerstand einer eigenen kriminellen Gruppe um 10 zu erhöhen.

Bei einer Aktion eingesetzt muß die Karte bereits bei deren Ankündigung ausgespielt werden. Sie wirkt sich dann nur auf diese Aktion aus. Zur Verteidigung eingesetzt wirkt sich die Karte bis zum Ende der Runde aus. Die Wertänderung hilft nicht beim Erfüllen von Siegbedingungen.



Volunteer Aid

Gives one Place a +6 to defend against any Disaster. If the Place is still devastated by the Disaster, it automatically gets *Relief* at the beginning of its owner's next turn. Playing this card is a free move.

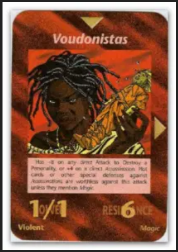


Voodoo Economics

Play this card during your own turn, just after you place Action tokens. You must spend your Illuminati action. Discard up to ten Plot Cards from the top of your deck, removing them permanently from play. For each one you discard, you may place one extra Action token on one of your own Groups, except your Illuminati. No Group may get more than one extra Action token from this card.

No player may use this card more than once in a game.

Requires Illuminati Action and Discard



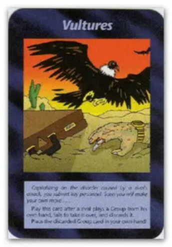
Voudonistas

Has -8 on any *direct* Attack to Destroy a Personality, or +4 on a direct *Assassination*. Plot cards or other special defenses against *Assassinations* are worthless against this attack unless they mention *Magic*.

POWER 1/1 RESISTANCE 6

Violent

Magic

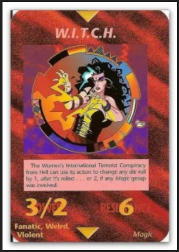


Vultures

Capitalizing on the disorder caused by a rival's attack, you subvert key personnel. Soon you will make your own move . . .

Play this card after a rival plays a Group from his own hand, fails to take it over, and discards it.

Place the discarded Group card in your own hand!



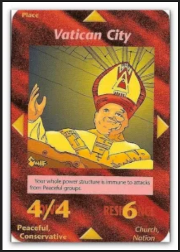
W.I.T.C.H.

The Women's International Terrorist Conspiracy from Hell can use its action to change any die roll by 1, *after* it's rolled . . . or 2, if any *Magic* group was involved.

POWER 3/2 RESISTANCE 6

Fanatic, Weird, Violent

Magic



Place

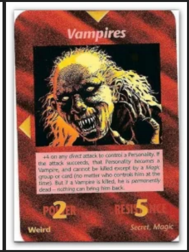
Vatican City

Your whole power structure is immune to attacks from Peaceful groups.

POWER 4/4 RESISTANCE 6

Peaceful, Conservative

Church, Nation



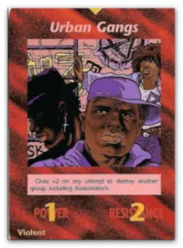
Vampires

+4 on any *direct* attack to control a Personality. If the attack succeeds, that Personality becomes a Vampire, and cannot be killed except by a *Magic* group or card (no matter who controls him at the time). But if a Vampire is killed, he is permanently dead – nothing can bring him back.

POWER 2 RESISTANCE 5

Weird

Secret, Magic

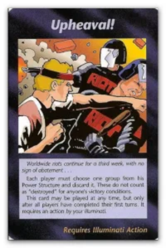


Urban Gangs

Gives +2 on any attempt to destroy another group, including *Assassinations*.

POWER 1 RESISTANCE 2

Violent

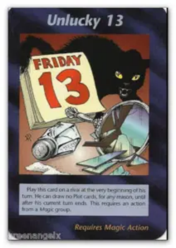

Upheaval!
RIOT
RIOT

Worldwide riots continue for a third week, with no sign of abatement . . .

Each player must choose one group from his Power Structure and discard it. These do not count as "destroyed" for anyone's victory conditions.

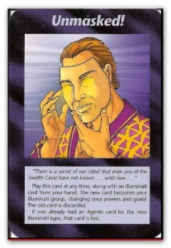
This card may be played at any time, but only after all players have completed their first turns. It requires an action by your Illuminati.

Requires Illuminati Action


Unlucky 13
FRIDAY
13
greenangelx

Play this card on a rival at the very beginning of his turn. He can draw no Plot cards, for any reason, until after his current turn ends. This requires an action from a Magic group.

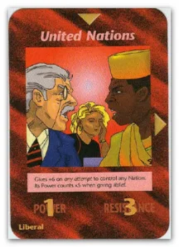
Requires Magic Action



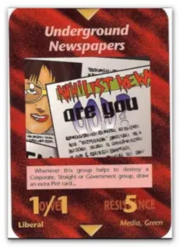
"There is a secret of our cabal that even you of the Twelfth Circle have not known . . . until now . . ."

Play this card at any time, along with an Illuminati card from your hand. The new card becomes your Illuminati group, changing your powers and goals! The old card is discarded.

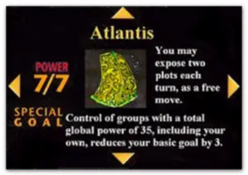
If you already had an Agents card for the new Illuminati type, that card is lost.


United Nations
POWER 1
RESISTANCE 3
Liberal

Gives +6 on any attempt to control any Nation. Its Power counts x5 when giving aid.


Underground Newspapers
are you
1/1
RESISTANCE 5
Liberal
Media, Green

Whenever this group helps to destroy a Corporate, Straight or Government group, draw an extra Plot card...


Atlantis
POWER
7/7
SPECIAL GOAL

You may expose two plots each turn, as a free move.

Control of groups with a total global power of 35, including your own, reduces your basic goal by 3.

Illuminati Card Game Part I - Complete List

http://12160.info/profiles/blogs/illuminati-card-game-part-i-comple...

Views: 13785

Favorite **1 member favorited this**

Share Tweet Like 8

< Previous Post **Next Post >**

Comment

You need to be a member of 12160 Social Network to add comments!

Join 12160 Social Network

content and site copyright 12160.info 2007-2019 - all rights reserved. unless otherwise noted